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ISSUE 27 - RECOMMENDED PRICE £1.00



GOOZ

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REVIEW:
THE SUPER GUN WITH
STREET FIGHTER II PCB**

ECTS REPORT

**SOFTWARE
REVIEWS:**

ZELDA 3 (SF)
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HOT



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Plus Various magazines - main japanese ones which I can't be bothered to list this month.. until next time!

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BRAIN SCAN

Well, how are you all doin'. Another late issue as always... I do like to keep up the tradition of Electric Brain you see! Well, it's another packed issue... but unfortunately, we had to miss out of a couple of essential reviews... Capcom's Magic Sword and Street Fighter II which arrived just too late to be included in this issue! So, they will be features in the next... in our Super, Mega, spodacious, Street Fighter II Special Edition!! Which will be complete by July the 14th... I hope!!

Anyway... top game this month has to go to the excellent Zelda 3.... totally awesome stuff and has had me up all night playing... although it's a shame it's a lot smaller than the norm.

Aswell as Zelda, another top game has been Sensible Soccer on the old Amiga. Why hasn't a real decent soccer game like this appeared on the consoles I ask! Hopefully, Sensible Software will be sensible and convert it to the Super Fami, Mega drive or even the old Engine, as it's one hell of a game... kicking Kick Off 2 in the balls! It's strange how Sega sponsored ITV to cover the European Championships when they hadn't ever produced a decent soccer game for their machines... even the 'official' game for the Master System wasn't produced by them! However... with England just out (about 6 hours ago I watched them lose to Sweden so with this info, you can work out when I am typing this - and I can tell you, my eyes are held up my match sticks, while the birds outside are already having breakfast!), I can't say much... apart from - England are bloody crap!!

Well, before I get mobbed by a gang of England Hooli... ermm... I mean supporters, I better sign off for this month... so signing off...

Onn Lee (Editor)

Ps. We are still looking for people to help write the magazine - especially if you have a Lynx or Game Gear and get quite a lot of new gear. If so, please let us know!

STOP PRESS - STOP PRESS - STOP PRESS

Well.. as we haven't reviewed Street Fighter II yet, I wasn't going to give you this tip... but as E.B. gives you the very exclusives... I couldn't really hold back... so here's a TIP for all you Street Fighter II owners on the SF for character colour change and ability to play Ryu and take on your friend as Ryu... like Champion Edition! (Or Chun Li Vs Chun Li, etc...)

When you switch on (Or Reset), and you see 'CAPCOM' quickly press **Down, R, Up, L, Y, B, X, A** quickly. If you are successful, you will hear a ring as you press the last button... if not, reset and try again... it's rather hit & miss.

If you do get it... playing a normal game vs the computer will have different colour players like you do on champ. Edition.

To challenge the same character, go to battle Vs mode, and you both players can choose the same characters... so both can roll each other as Blanka vs Blanks, or go dragon mad as Ken vs Ken!

YOU READ IT FIRST : ELECTRIC BRAIN!!

ERRRRMM.... Sorry, but no contents part in the issue due to the fact that I haven't sorted out the page numbers!!!

NEC SHOWS OFF NEW HARDWARE

NEC has recently previewed it's new piece of hardware at the CES on 18 May - a circuit board called the HuC62. The board contains five customised chips designed by non other than NEC's partners in crime -

Hudson soft. The board contains a HuC6261, HuC6271, HuC6272, HuC6230 (for graphics, sound, etc.....), and lastly the HuC62320 - the 32-bit CPU!!!

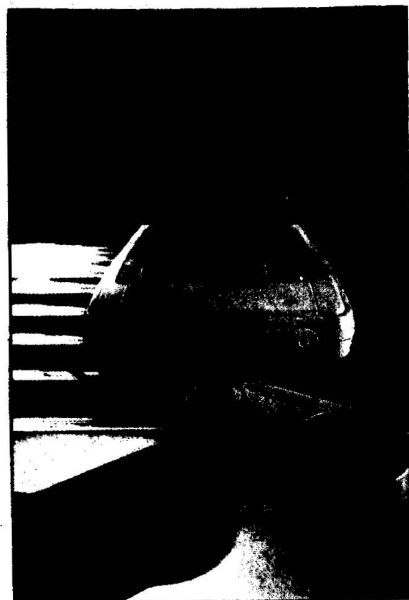
The unit is to be used with a CD-Rom and with such mega hardware, you can expect some truly amazing stuff mega fast processing, TV picture quality graphics, etc. More info. on this amazing piece of kit in the next issue - so don't miss it! Will we ever see it available for the home market?



SNES WITH MORE SCOPE

The Super Scope is selling like hot cakes by most importers, but if you are after a great deal, Dixons - the electrical store is to bundle the light gun with the £149 Super MarioWorld pack for a special price of £169. This certainly will saves you a few quid especially as it cost around £60 for the Super Scope by itself.

Unfortunately, buying an officially SNES is not really worth getting due to the machine being PAL... slow!! Border... Eeeek! And not been able to run Jap or US games without getting an adaptor.. which will probably cost you £30, so the saving is lost... thus defeats the objective!!

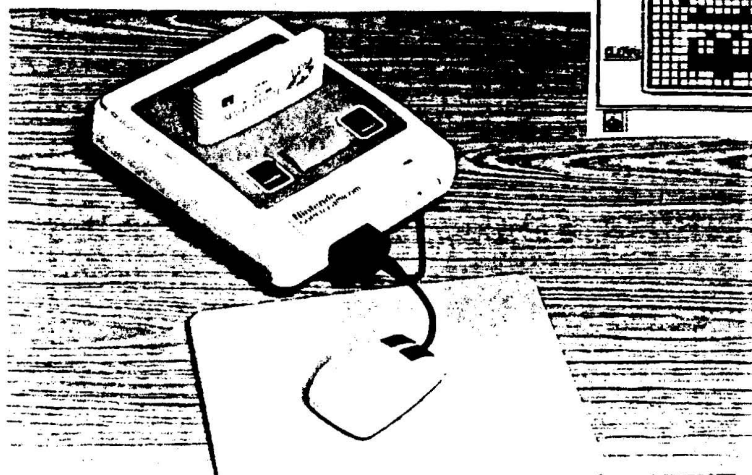


SNES RODENT APPEARS!

As reported, a mouse for the Super Famicom have been developed in the US. The Super Mouse will be released on 14th July and comes with a mouse mat and a cartridge called Mario Paint. YEP! A paint package for the SNES! But this is no ordinary paint package like Sega's crap Art Alive. Mario Paint not only lets you doodle with all the usual painting utilities including the ability to save/load in to/from it's backup memory on the

cartridge, but you can animate objects/frames, and there's also a music program so you can produce your own tunes! And the whole package should only cost around £50.

It's expected that the first games to use the mouse will be Populous II and possibly special versions of Sim City and Dungeon Master will be developed to make use of the mouse.



CALLING COMMANDER HORI

Lastest accessory from Hori is a brand new joypad for the SF called the Super Hori Commander. The pad looks identical to the original SF pad supplied with the machine, but also includes two setting - rapid fire switches for all six of the fire buttons, and a two setting slow-motion switch. Definitely worth checking out if one of your pads are in dire straits.

Incidentally, the pads you get with the machine aren't very sturdy. Both mine and Nick's pads have bugged up, with the rubber pads ripping apart!!! I think Nintendo should bring out repair kits!!

U.S. S.T.D. MAKES 4 G.B.

Latest accessories for the gameboy comes from a US company called S.T.D. Entertainment. They have a neat piece of kit called the Handy Kit... which, as you can see from the picture, is all those accessories you ever need - in one package. The kit slips over the top of the GB and locks into place. It has a magnifier screen giving 150% view, with backlighting. Two, stereo, speakers folds out for awesome sound, and a joystick and better buttons are fitted over the pad and normal buttons! The whole unit folds up, so you can still carry it around without removing it (unlike Konami's kit) and the power pack feeds both the Handy kit and the Gameboy, so no need for extra batteries... and it also has a shoulder strap attached, so you can sling it over your body. And the cost? A snip at around £25!

But even better, STD have also developed two power systems for

the Gameboy. First, there's the Twin Turbo Power System, which gives 11 hours of power for your GB, and an add-on kit, the Twin Power II can double the life ie. 22 hours! (You can



The Handy Kit.

use it on the Game Gear too, although it'll only last 2 hours for the first and 4 for the second unit. Both are great as they only take around two hours to charge!

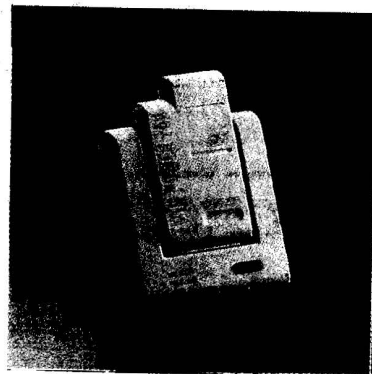
STD also have a unit called the Handy Sound that stores your headphones (\$10) and under development - a carrying



HANDY SOUND

case for the Handy Kit.

You can be sure I will be getting my mitts on the Handy Kit, so expect a full review in the future!!



POWER UNIT - TWIN TURBO

SEGA'S GIGA

Although a certain magazine mentioned the Giga-Drive some time ago and mistaken it for the Mega-CD, it appears Sega are indeed working on a 32-bit machine for the home market based on their System 32 boards as used in their coin-ops.

It's also expected, when it is released, it will be downwardly compatible with Megadrive titles like The Megadrive is with Master System games with an adaptor. As yet, no other information have been given on the secret project, but you can be sure we'll be giving you all the low down on the machine when it's available!

I wonder if NEC or Sega will release their 32-bit machine first... the first machine should be the one to succeed!

JAPANESE SOUND CRAZY

Those japs are really wierd when it comes to gadgets and add-ons, and their latest to hit the streets of japan is a sound add-on called the 'Power Sound SP "GD"'. The unit comes in two parts... an amplifier and a seat (speakers)! Connect the audio leads from your machine to the amp., and the amp to the seat - and you sit on the seat. Stick a game in your machine, and turn up the volume... and sound will blast from your arse!!!

Well... yes... whatever turns them on... if you want one of these crazy units, they are available for around £100.

US PRICE WAR ON CONSOLE

Over in the United States, the console war has been going on for some time, and latest price drops or special offers comes from NEC. Their Turbo Grafx 16 can be bought for only \$99.99 with a copy of Bonk's Revenge, with the TG-16 CD Player at \$149. But best of all is the portable unit - the Turbo Express, which now comes bundled with four games!!!

Talking of the TG-16, NEC US have released a number of games on the machine which has yet to be converted to the PC Engine. These includes Darkwing Duck, and Yo Bro, with Night Creatures, Gunboat, and best of all, a great looking arcade adventure called Shape Shifter.

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Super Famicom News

Kaneko: Kaneko already have two games in the works for the Megadrive as mentioned in the last issue, but are also planning a Street Fighter type game for the SF on 8meg cart. called Power Athlete for a November release. Graphically, the game doesn't look too hot, but only time will tell.

Technos Japan: Just when you has enough of Dodgeball, Technos Japan are busy producing a new version of the game for the SF... enough said the better, although graphics are quite nice!

Toshiba/EMI : From EMI with co-operation with Mirrorsoft, will be an RPG based on the movie Back to the Future II. As yet, no screen shots or info. of the game. More in the future?!

Toshiba/EMI's conversion of Taito's Syvalion should hit the streets in July. The 8meg 'St. Dragon'-like game doesn't exactly have the great graphics of the coin-op, but hopefully it will play as well.

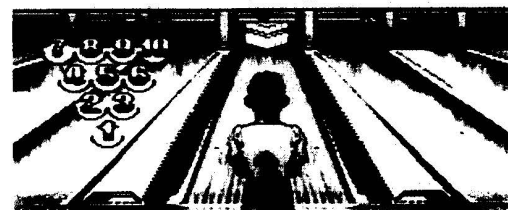
Athena : Some time ago, we mentioned that Athena are producing a Ten pin Bowling game called Turkey Bowling for the SF. Well, the game is looking real ace and it should hit the streets in July on 4meg cart.

Capcom: Well, as you might have guessed, the biggy from Capcom is Street Fighter II which should be available as you read this. In fact, we already have the game... but as it's such an ace game, we'll be giving you the complete low down on the game and all the special moves etc. in our next Street Fighter II special Issue.. so don't miss it! Not only is the game a massive 16meg, but also includes a special sound chip produced by Sony, and although the game is identical to the coin-op, also features a different bonus round of breaking down a brick wall instead of bashing barrels... likely they couldn't handle the amount of sprites without slow down.

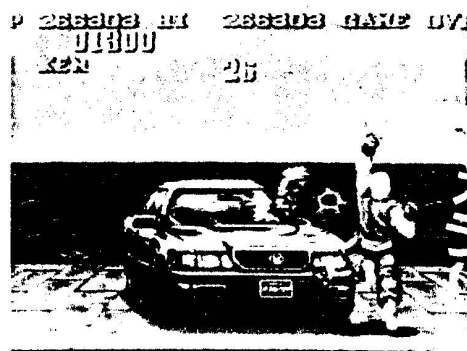
Okay, what's after Street Fighter II? Well, firstly, there will be Super Pang - a conversion of their excellent bubble bursting coin-op game, and this looks as good, if not better than the coin-op. Unfortunately, it seems Capcom have yet again left out the two player option! (What a bummer!!!). Out in August on 4meg.

Next, there's Mickey Mouse.

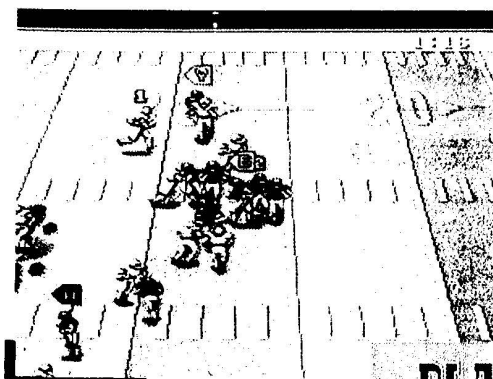
YEP! Mickey will be strutting his stuff on the SF. It's a massive 8meg arcade adventure with some of the best graphics seen on the machine... in fact, looks very much like Capcom's 3-in-1 arcade game Midnight Wanderers. The game has touches of Kid Chameleon too, as Mickey has a collection of hats which he can pop on to change his character (but not as drastic as K.C.). Put on fire-helmet, and he will be kitted out in full fire brigade uniform including a host which he can drown his enemies with. Put on the Robin Hood hat and he's in all the kit again and armed with a bow and arrows! Like Midnight, you have to negotiate the forests attacked by all manner of cartoon characters including the big bosses, swim deep waters, and so on. No release dates, but sure to be a MUST buy!



TURKEY BOWLING... STRIKE THOSE PINS!



STREET FIGHTER II ON THE S.F. WITH THE NEW WALL BREAKING BONUS STAGE!



SAMMY'S ULTIMATE FOOTBALL...

Sammy : After the gore and blood of Battle Blaze, Sammy's next game will be Ultimate Football. The game is different from other American Footie games as it uses the SF's mode 7 hardware with the play field rotating, and scaling at certain parts of the game to give it perspective. Ultimate Football should be out in July on 8meg cart.

Takara : As mentioned in the last issue of EB, Takara are converting SNK's Neo Geo game King of the Monsters. The game will be out in August on 8meg. Graphically, it doesn't touch the Neo Geo... in fact it looks pretty poor, but if the game holds up, it should be good.

Talking of Neo Geo, it's expected that a number of other Geo games will be converted to the SF by other companies, one of which will be 2020 Baseball.

Irem: Irem have three games in the works... from the US Team, there's Gunforce, which should hit the streets real soon, and this looks like a fateful conversion of the coin-op game.

From the jap. Team, there's Major Title, and Blazeon. Major Title is a conversion of their ace Golf game, and apart from the obvious lower resolution looks identical to the coin-op. Blazeon is a horizontally scrolling shoot 'em up on 8meg cart., and should be available at the end of July, and looks rather ace. As you might expect from Irem, the game features a fair bit from R-Type II. More on this in the

next issue!

Konami: Not only dominating the PC Engine charts, Konami have a number of games for the SF. Latest announced is the sequel to their 8-bit RPG Madara - Madara 2. As the game's in Japanese - you'll just have to wait until it's converted to English!

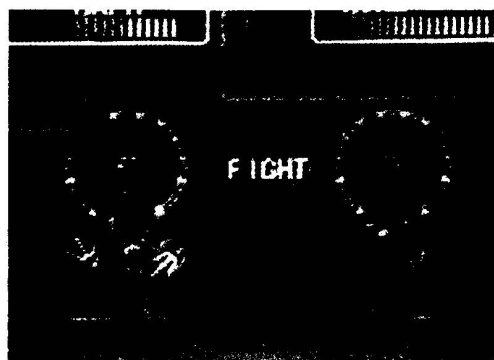
As for the other games - Axel and Axelay seem to have been given the push and put back without word!

Parodius is looking well ace, featuring all eleven stages of the coin-op including the Giant Easter Island Heads Mega Ship and the underwater level with the Puff-fish. Out on 8meg cart for early July... must buy if they can keep the speed the same!

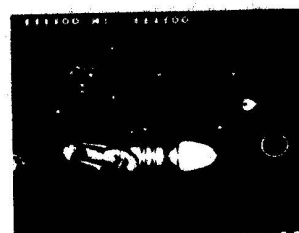


TURTLES IV - F-ZERO STYLE ACTION !!

Turtles IV: Turtles in Time is also looking Mega! Out on 8meg again on 24th July. The game features several options.. a normal game where one or two players can play - very much like the coin-op. A 'Vs' mode where two players can fight each other like SFII - but Turtle Vs Turtle! Plus a time trial option where you can play the first few levels, and try to complete each level in the fastest time. The game looks well ace featuring lots of special effects and varied levels... including standard arcade-like beat'em up action, and F-Zero-like 3D hoverboarding! A definite MUST buy!



TURTLES IV - IT'S ONE VS ONE... SO FIGHT !!



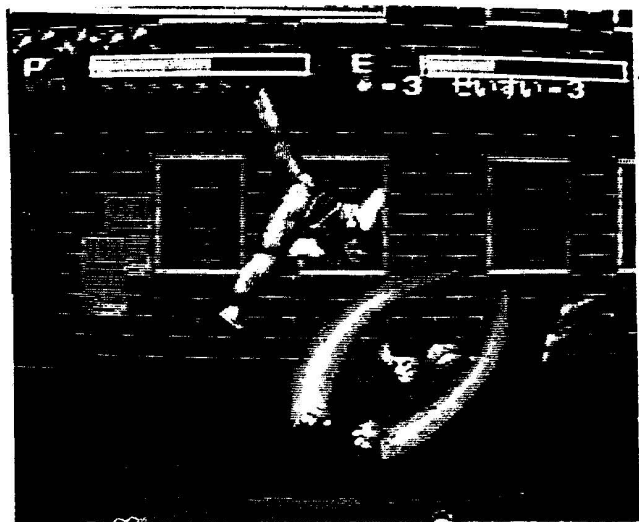
PARODIUS... HEADS UP !!

Culture Brain: After you have played Street Fighter II to death, you can save up for Culture Brain's ace looking fighting game - Golden Fighter. This 12meg game should hit the streets of Japan on 24th July and has some amazing characters and graphics. The game incorporates two games in one... a Kung Fu Master arcade adventure and an 'in-the-ring' one on one beat'em up like Street Fighter II.

The arcade adventure part looks mega - featuring a host of different opponents - boxers, thai-boxers, Kung Fu and martial arts fighters, wrestlers, street fighters and then there are the bosses... a demon like fellow, an acrobatic american, a giant mummy with a mallet, and a soldier. All of the characters have the usual moves plus special ones. Your character can produce a fireball-punch, spinning round-house kick and when you're down, you can also flip yourself up kicking your opponent if they are too near!

The one-on-one game has eight characters to choose from to fight each other specializing in different arts... boxing, wrestling, thai boxing, kung-fu, karate, etc. Like Street Fighter II... pick the boxer, and he can jump into the air and perform a super punch to the top of the opponent's head.

Golden Fighter looks truly amazing... and what with SFII from Capcom, the SF is certainly the machine for beat'em ups!



GOLDEN FIGHTER... UP AGAINST A NASTY BOSS!

Ocean: Ocean are about to take on the japs as they are working on their next project for the Super Famicom after the release of the Addam's Family (see review in this issue) which will be another movie license - Lethal Weapon. This looks to be a side-on arcade adventure as you take on either of the two crazy cops. You can expect a lot of killings!

Ocean, who has the license to Robocop 3 too, will also be producing a game on the tin man for the SF. The game will resemble very much like Data East's coin-op game but with vertical scrolling sections as Robocop takes to the skies!



MEGA-LD-MANIA 3000 BC... BUT ADVANCING !

Virgin: Virgin, with Terminator on the MD which could possibly be converted to the SF too have also a few games for the SF in the works... Sensible Software's Mega-lo-Mania - a strategy game which I have to admit is not that hot (I actually bought it on the Amiga), but they say will be improved for the SF.. I hope so!

Gremlin: Having already done the biz for Kemco, Gremlin are staying with racing as they are working on Nigel Mansell's Grand Prix... and judging by the good job they did with Top Racer, this should be even better. Gremlin as also to convert their strategy game Neutopia - a sort of mix between Sim City and Populous, but in outer space. Like Mega-lo-Mania, it never appealed to me either on the Amiga.

The Sales Curve: The Sales Curve are one of the better Amiga

programming teams, and one of their best is SWIV, a vertical scrolling helicopter/Jeep shoot 'em up. Well, the game is to be converted to the SF in the form of Super SWIV with big improvements of the Miggy version, and it certainly looks brilliant.

The Sales Curve has also got the license to the Lawnmower Man movie... so expect a game for the SF based on it in the near future! Maybe they will convert Jeff Minter's Hover Boover!!?

Taito: Taito's next game, Cameltry will be hitting the streets at the end of June. As I haven't played the coin-op before - I can't comment on it.

Taito has also an original game in the works on 8meg cart. called Sonic-Blast-Man which is a Final Fight type beat 'em up. The game looks really great with large characters like Final Fight and the usual set of moves including punches, kicks, throws, and a special D-Punch where his arms spins like a windmill. As yet, no release dates, but this certainly looks very promising!

Nihon Bussan: As you might expect F-1 Circus will be converted to the SF under the original title Super F-1 Circus to be released at the end of July on 8meg cart. The game will be more or less the same as the other versions although they have got Team Lotus in the deal.



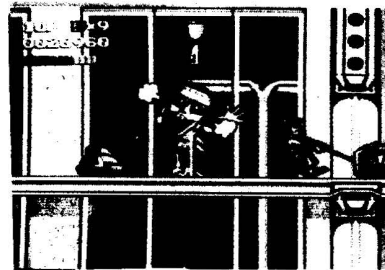
U.P.L.'S ACROBAT MISSION ON S.F.

Teichiku: From new company Teichiku, comes a conversion of U.P.L.'s vertical blaster Acrobat Mission. The game looks pretty good, but only time will tell. Out around September on 8meg. The same game is also been put together to the PC Engine by U.P.L.

Elite: The company that brought us Buggy Boy, Bomb Jack, Thundercats, etc. on the home computers are to release two games for the SF. Firstly, there's Dragon's Lair... based on the brilliant arcade laser disc game, although the SF version will be an arcade platform adventure, but Dirk still has to set forth to rescue the lovely princess Daphne from the large bats, skeletons, the Lizard King, Giddy Goon, the Mud Men and of course - the Dragon! Out around October!

The other release will be Dr. Franken... another arcade platform adventure as Frankie must find his beloved girl Bitsy, who, unfortunately has been scattered around the world! Out around November!

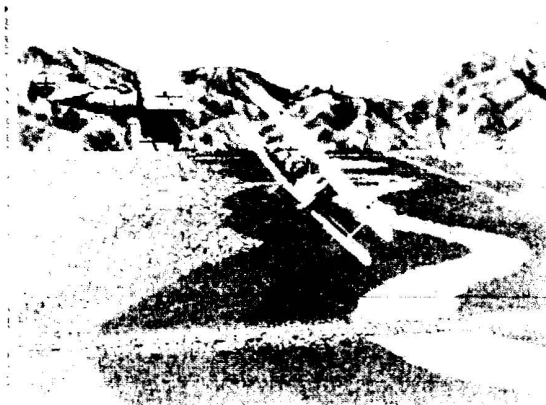
EPIC: EPIC's console version of Tri-Star Picture's HOOK movie is looking fabulous with excellent graphics. The game is much like a Ghouls 'n' Ghosts arcade action game. Out on 8meg, for a July release.



DR. FRANKEN GIVES US A SMILE!

NCS: After Ranma, NCS are to release another beat 'em up - Rare's excellent BattleToads for the SF. The game is absolutely brilliant, and like the previous 8-bit versions involves you (and a mate) to play Pimple or Rash in a arcade beat 'em up with lots of other crazy antics here and there. All the cartoon style graphics and animation are present including those wacky moves... Super Punch and kicks, manic headbutt, and throws. On 8meg, but no release dates as yet. Likely to appear in US Super NES format first.

July also sees the release of Prince of Persia for the SF. The game should play just as good as the other versions with slight improvements in the graphics.



THE AWESOME LOOKING WINGS 2... TAT.. TAT... TAT...

Namco: Namco US (HomeTek Inc.) should soon be releasing the long awaited Wings 2 - Aces High. Amazingly, the game is only 4meg big, and a Japanese release date for it, is around August. The game is very similar to the original Wings game from Cinemaware where you have a 3D view to take out the german bi and Tri planes. Plus the plan view section where you have to fly up screen and bomb specific targets. Obviously, this version has better looking 3D sections with extremely detailed landscapes and planes. If Wings 2 has all the speed with out slow down, then this is certainly worth checking out when it's released.

HAL Laboratory: HAL's next release is their ace looking basketball game which should be released as you read this, but they are also planning a Dark Seal type Arcade RPG game. Pick your character, wonder round the dungeons, castles, etc... take out those nasty enemy soldiers, creatures and monsters including fire breathing dragons and giant demons, and collect those useful items. On 8meg, and set for a September release!

Lucasfilms: After the success of Star Wars on the 8-bit Famicom/NES, Star Wars is in production for the Super Famicom. The game is a collection of different levels based on the movie with side-on action scenes including light sabre fighting and 3D section as you race on the land speeders on Tatooine. Star Wars should hit the streets in the US around October and looks real awesome.

Absolute: Who the hell is Absolute? Well, whoever they are, Mr Pitfall - David Crane, is working on David Crane's Amazing Tennis. The game is a 3D perspective Tennis game, where you and a friend can battle it out on grass, clay or hard courts. Out in the summer.

Megadrive News

Like the Engine, there's not a lot new coming out for the MD from Japan... is this the fault of the Mega-CD?

Wolf Team: All you Mega-CD owners out there who have been using their system as a door wedge can now put it to use with Wolf Team's next Mega title - Thunder Storm - the first game to really make use of the Mega-CD hardware.

If you think you have heard of Thunder Storm before, then you'd be right. We mentioned this game some issues ago which appeared on a power PC together with Laser Disc designed by DataEast... it's a Dragon's Lair style cartoon animated helicopter gunship simulation/adventure.

The original game featured brilliant cartoon graphics, but of course you can't do this on the Mega-CD, so all of them will be digitised... but hopefully, everything will run smoothly without stops for disc access. The game features around 10,000 frames of animation, and should be great as you zip down between the canyons at break neck speed, blast the enemy 'copters with your lasers, and dodge the sky scrapers as you fly in and around the city of New York!



THUNDER STORM... THE LASER DISC VERSION... THE MD ONE WILL HAVE DIGITISED GRAPHICS OF THESE!

Expected to appear at the end of June... certainly worth checking out... if it doesn't play as well... it should be great to show off!!

Sega: Sega has been real quiet, and only one game this time - Tazmania, based on Warner Brother's wacky cartoon character. The game is a 17 level arcade adventure, as you play the part of Taz, who's searching for a giant, prehistoric sea bird egg, which is a delicacy to Tasmanian Devils. As you might expect, the game features brilliant animated graphics, and should hit the streets around July... looks real awesome!

Sega do have a number of games in the pipeline, especially for Mega-CD owners... ie. it's expected that G-LOC is currently in development and should hit the streets around November. Also, it's rumoured that Sega are working on the third in the Saga of Golden Axe... we'll keep you posted on this one when we get firm info! Many people have asked about Super Shinobi 2 - but Sega seems to be tight lipped about this game and there has been no info, or even a screen shot of it!



TAZ LOOKS DOWN ON A RED JEEP... JEeps ARE NICE TO EAT!

BrOderbund/Victor: Victor, with the Wonder-Mega under it's belt are to release BrOderbund's Prince of Persia on CD at the end of July. The game looks to be an improvement over the PC Engine game with better defined graphics and full screen intro./inbetween animation screens. One for all fans of the game.

Victor also have Wonderdog... the arcade adventure game produced by Core Design which should be tearing around June too, and looks great... bound to be another Sonic hit for CD owners.

Victor has also got the license to FTL's Dungeon Master, and will truly be converted to the Mega-CD, plus Lucasfilm games... so you can expect the likes of Monkey Island, Loom, and Indiana Jones!

CSK: CSK's Afterburner III will be slightly different from the previous games as it will use 3D filled in polygons like computer flight simulation, but the gameplay will remain the same. I have to say, this expansion looks really awful... up close they are extremely blocky! Yuk!

Tengen: Tengen will be releasing Rampart around August - the Battle War/Puzzle game on 4meg. The conversion to the MD looks identical to the coin-op apart from the obvious 3-player game, down to two.



AFTERBURNER III... LIKE II, BUT VECTORS!

DataWest: The first DataWest game for the Mega-CD is in production called Merry-go-round. This is no ordinary game as it uses DataWest's Active Picture System (DAPS) and is described as a Visual Conversation Software (VCS)... which were developed on the FM-Towns...ie. an adventure game of sort with full motion video. Unfortunately been Japanese, not a CD you would really want to buy.

Domark: Domark, who hasn't really done much recently for the consoles due to Atari/Tengen producing their own games for the machine, are to release a James Bond game for the MD. The game's a side view arcade adventure game in similar manner to Rolling Thunder/Gun Force. Out later in the year. more on this in future issues.

Electronic Arts: EA has been quiet on late, but have a number of great games coming out. James Pond will be making a come back in Aquabatics and Splash Gordon.

Aquabatics should be available in Autumn and will be a multi-sport game in similar lines to Cal. Games etc. There's the 100m dash across a water bound obstacle course and a trampoline event. Pictures of the game looks as good as it's last game, Robocod. Splash Gordon will be another arcade adventure game, but as it won't appear until around Christmas... info. on this is scarce.

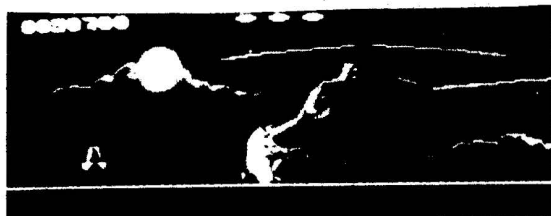
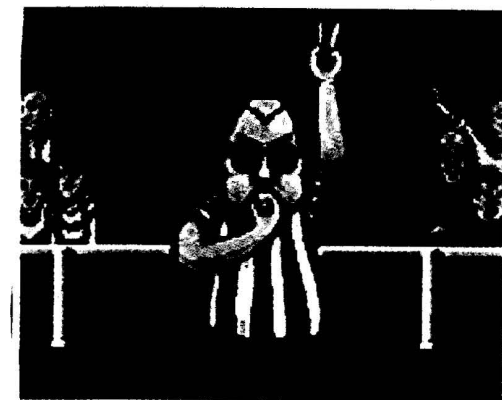


ANOTHER WORLD.... SOON ON M.D.

Powermonger should hit the streets around August for the MD. As Powermonger is my favorite game of all time, I would certainly recommend this strategy game to everyone, although playing with a pad/joystick would be difficult like Populous.

E.A. also has a pinball game in the works called Twisted Flipper. The game is expected to contain lots of bonus tables and such like, seen in Devil Crash... but has a rock 'n' roll theme with lots of great music from Rob Hubbard. I can't wait!

Virgin: One of the best games on the Amiga is Another World, and Virgin are to release the game for the MD real soon. The game's an arcade adventure using filled-in polygons, and has a cinematic look to it... real ace.



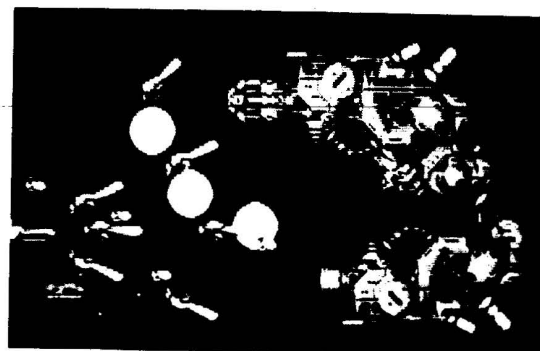
TERMINATOR... EVEN MORE HELICOPTER ACTION!

Virgin will also be distributing the conversion of the Bitmap's arcade Adventure GODS, and also the conversion of Sensible Software's Mega-lo-Mania. And to top it all, Tin Tin will also see himself on the MD from Virgin under the title of Tin Tin on the Moon!

Flying Edge: Acclaim's MD label will have Smash TV coming out for the MD. Considering how good the SF version was, the MD one should be just as good, although control method would be a problem. And

for scary beings - Aliens 3 will be available at the end of the year!! Other games Flying Edge have in the works includes The Simpson's: Bart Vs. The Space Mutants, Krusty's Super Fun House (Both to be released soon), George Foreman's KO Boxing, Ferrari Grand Prix Challenge, Arch Rivals: The Arcade Game, Spider-Man, Terminator 2: Judgement Day, and Roger Clemens' MVP Baseball.

Technosoft: Thunderforce IV should hit the streets at the end of July on 8meg cart., and this looks to be the best horizontal shoot 'em up for the MD. Like Thunderforce III, the game contains some spectacular effects... a desert level where the game is played in a sand storm!, a super giant mother ship to blow up! plus a host of nasty enemy ships to destroy. looks real awesome and surely a Must buy!



THUNDERFORCE IV ... MORE FIRE POWER THAN EVER!

Taito: Taito's next game for the Megadrive, will be a conversion of their arcade adventure game Cadash. Unlike the PC Engine version, the game can be played by two people simultaneously!! The game should be available in the US around June.

PC Engine News

Well... as most games for the Engine come from Japan, there doesn't seem to be a lot about for the little console. It seems most of the companies have decided to produce Super CD-Rom games. As CD games take longer (and more people) to produce, there are less new games.... and this seems to be the same on the Megadrive, with very little new games actually from Japan... most from the US and UK.

Konami: Biggest surprise this month, is from Konami. Their next project is massive - on Super CD-Rom called *Snatcher*. The game's a graphic adventure based in the year 2039 on a Cyber Punk comic, first released around a year ago... and I believe also appeared as an anime video. The story line is similar to *Blade Runner*.

In a desolate town, Neo Kobe City, a mysterious bioroid, metal creature called the *Snatcher* has invaded - murdering people in it's path. The *Snatcher* is a metallic skeleton, who kills humans... removes their skeleton, and climbs into the victim's skin... thus you can not tell it apart from normal people.

However, an Anti-Snatcher special police unit was born to combat this ultimate terror. This group of merciless men who are trained to face danger is the Judgement Uninfected Naked & Execute Ranger. The people call them 'Junker' (Scrap metal disposer). You play Gillian Seed - the latest recruit...

Snatcher looks totally awesome with excellent graphics... more on this game in future issues!



SNATCHER.....



NCS: Anyone who has played *Ranma* on the SF (reviewed in this issue) will know what an ace beat 'em up it is... well, *Ranma* - the beat 'em up action game will soon appear for the PC Engine on Super CD, out around June.

Previous *Ranma* games on the Engine did contain some great beat 'em up action, but unfortunately you had to wade through the Japanese role play or adventure parts first. This version is more action packed... plus some other games thrown in like playing cards. The game is a lot bigger than the SF game (as you'd expect on CD-Rom) featuring story animation, more action fighting in a one player game, and like the SF version, a choice of 8 characters in two player vs mode. Looks well ace.

NCS are also producing a new version of a game based on the *Girl from Monster Hunter*. The game will be on Super CD, and as yet only a few pictures of the game are available... more on this in future issues.

Hudson: One of the best known fantasy books, comics and video animations in Japan is *Record of Lodoss War*, and it's to be converted to the engine by Hudson as a CD-Rom RPG for mid July. Unfortunately, it's one of those RPGs where

Japanese is fairly essential!

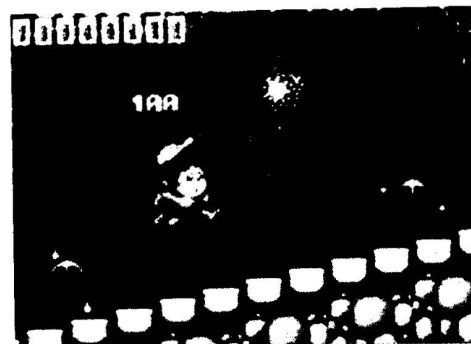
Hudson's forth *GunHed* game - *Soldier Blade* will be available in the first half of July on 4meg card. As the game goes, it looks very much like the previous games with lots of robots and flying crafts zipping around the screen. Hopefully it's more like *Super Star Soldier* than *Final Soldier* which was a bit of a let down.

And *Adventure Island* will be available at the end of June, again on 4meg card, and looks well ace!

Bombberman II, which we mentioned in last month's issue, has had it's name changed to *Bombberman '93*... so all of you with an ounce of brain will work out that it's likely to be released next year. However, it's looking to be one game not to be missed. Not only have the graphics been improved, but the game is all Battle mode now... and includes different mazes. Some levels have proper mazes instead of spaced out blocks, moving floors, blocks that divert flames round corners!, warps, and lots more. The game will always have five bombmen in play... either human or computer controlled! Coming out on 4meg card... hopefully the programmers can complete it before the year is up so it can be renamed *Bombberman '92*.

Hudson has also got the rights for *Sim Earth*, and will be converting it to the Engine on Super CD. No release dates on this yet.

When it comes to sport games, the engine is the tops... not only because they are generally more playable, but with the 5 player option... it's certainly more fun. Unfortunately, it does lack a multi-event sport game, but Hudson comes to the rescue with *Power Sports*. This is a compilation of 18 different events on 4meg card with battery back-up ram. The events are Shooting, Track,



ADVENTURE ISLAND LOOKING BRILL!

Swimming, Field, Archery and Rowing. So in Track, you'll have the 100m sprint, and the 110m hurdles.... plus Free Style swimming, High Jump, Pole Fault, Rapid fire pistol shooting, and so on. The game let's five people compete on certain events simultaneously too! Definitely worth checking out when it appears!

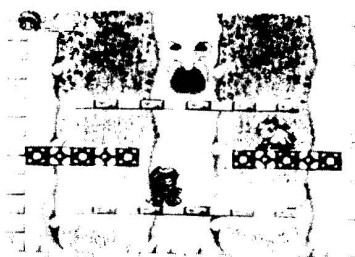
Telenet: Platform fans who are after a game like Snow Bros., or Gator World for the Engine will be glad to know that Telenet/Riot have such a game in the works called Pop & Magic, and should be out in July... and very good it looks too... and it's two players too. Out on Super CD format.

More cute action games from Riot on Super CD is a two player game where you play a boy or girl dressed up as penguins! Wierd! Out in September!

Telenet also have Project F in the works. This however is a strategy Formula one racing game. You play the manager of a racing team and must select a team, driver, technical department, test your cars, etc. Out on Super CD... not one to drool over!

Micro World: If like us you are waiting for The Kick Boxing to be released for the Engine, Micro World have put the game back and won't appear until July. Maybe they have improved the game?

Slime World should be available on Super CD in August, and by looking at the screen shots, no different from the Megadrive version (see review in this issue)... so it's likely to only feature CD quality music.



POP & MAGIC... JUST LIKE SNOW BROS.



SAMPLE OF A DIGITAL COMIC... DON'T MESS WITH A GIRL OR YOU'LL GET A BOOT IN THE BUTT!

featuring characters from Capcom games.

As well as Quizzes, Digital Comics are another 'in' thing. These are basically Adventure games, but more like comics on CD format... well... because of the way they are done, the story can change depending on your selection. The first will be from Riverhill soft called GunBuster Vol. 1 (Vol. 2 is in the works too), which is based on the famous Japanese comic and video animation of the same name. Out end of June. The second Digital Comic in the works is currently being produced by Sofix called Yawarai - A fashionable Judo girl!

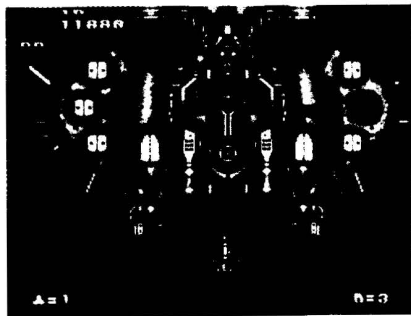
Hudson also have a Digital Comic (well, they did produce the first - Cobra) with a title called Yuna. This again, like the above two titles is based around a young girl. Maybe, Digital Comics are a way to attract more females to the PC Engine?

Nihon Bussan: Nihon Bussan's conversion of Terra Cresta II will be out in July on 4meg card. The game looks very much the same as the original apart from graphical changes and slight more powerful weapons - and you still upgrade your ship the same way.

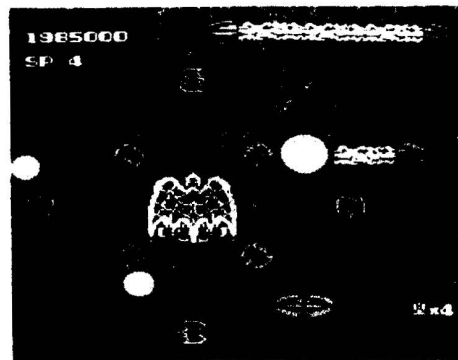
F-1 Circus Special - Pole to Win, on Super CD should hit the streets in June.

Right Stuff: Next game from Right Stuff will be an arcade RPG called Fiend Hunter on Super CD. Only a few pictures of this are available, but it looks very much like an Ernest Evans/Ys III type of game. No release date... more in future issues.

Media Rings: Well... just when you thought Technos Japan's soccer game was crap on the PC Engine on CD, Media Rings have got the license to Tecmo's World Cup Soccer and about to convert for the Engine on Super CD. I have to say, the coin-op version was crap - the Megadrive version was crap, so crap and crap equals mega crap on the Engine! Why do they bother?



TATSUJI ON THE ENGINE.



TERRA CRESTA 2... JUST LIKE ORIGINAL.

Irem: Irem haven't been doing much on the Engine, their last been the rework version of R-Type on Super-CD, but their next will be the sequel to their ace vertical blaster - Image Fight II. Unfortunately, no screen shots or release dates, but it will be on Super CD format! Time to get a Super CD-Rom if you don't already own one!!

Naxat: all you waiting for Zero Wing, it should be available around August on

Super CD. The game looks a lot better than the Megadrive version with better graphics, extra levels, big animation intros, with CD sound!

Naxat also have a vertical shoot 'em up in the works for a mid July release. The game - Alzadick, on CD-Rom looks very similar to GunHed... we'll just have to wait and see.

Oh yeah... nearly forgot... Lemmings will also be converted to the PC Engine.

Hand Held and Misc. News

Gameboy/Capcom: Capcom haven't released many games for the Gameboy, infact only Gargoyles Quest and Rockman 1 & 2 have been any good... but they will be bouncing back with a rather nifty arcade adventure similar in style to Bionic Commando. You play a super hero with a bionic arm that's capable of firing deadly shells and lash out a grappling hook so he can swing around. No release dates as yet... but you can be sure we'll be covering more of this game.

Gameboy/Elite: Elite are really on a roll... soon to be released will be Dr. Franken, but hot on it's heels will be the conversion of the crazy cavemen - Joe & Man (Ninja Caveman) and this looks superb with fabalous graphics and seems to retain all the coin-op unlike the very disappointing SF game. Out around September and looks to be one to get!

Gameboy/Nintendo: Nintendo's next venture for the Gameboy will be 'X Area', a 3D vector space shoot 'em up similar in look to Jez San's Star Glider. Like Star Glider 2, not only can you fly around the planet blowing up all manner of space crafts. etc., but you can also travel down tunnels. Looks very interesting, but what the vectors are like when moving is another thing! Out end of May!

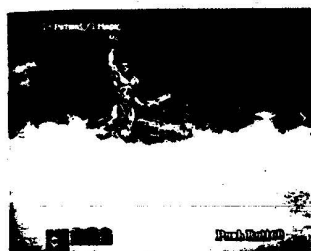


Gameboy/Ocean: Super Hunchback is to hit the Gameboy in June and it's not a conversion of the coin-op, but a multi-directional scrolling platform game as you jump around to reach the bells... THE BELLS!!! Along the way, you can collect fruit and veg., gems, and other items, while avoiding canons firing canon balls, rolling logs, and other obstacles. One to look out for!

Out in July, Ocean are to release the GB version of Mr. Do, a conversion of the coin-op game released around a decade ago. The game's one of my fav. arcade games as you dig around the earth collecting the yummy goods while taking out those nasty following beasts!

Gameboy/Bitmaps: One of the most successful programming/design teams in the UK are the Bitmap Bros. with a number of huge hits behind them. But soon, both Xenon 2 and Speedball 2 will be available for the Gameboy. Both game will have very much the same gameplay, and graphic and sound style of their computer counterparts. Definitely worth waiting for!

Gameboy/Nihon Bussan: No... they are not going to convert F-1 Circus to the GB, but a game called Booby Boys for June. The game is similar to the Engine game Doraman from Hudson. Here you control a kid in a maze and must collect items while avoiding the baddies that are after you. To rid them, you can dig a hole, let them fall in, and then fill in the buggers!



Coin-op/Sega: After the release of Golden Axe II for the Megadrive, Sega has just released a new Golden Axe in coin-op form on thier 32-bit system. The gameplay is the same, as you take on one of four characters (two player game) slashing enemy soldiers, goblins, ogres, and so forth. There's magic potions to collect, beasts to ride (giant scorpions) and extra weapons to collect! The game has excellent graphics with superb effects like waterfalls, and spreading fire when magic is used. Awesome stuff. Hopefully sega will release such a system for the home!

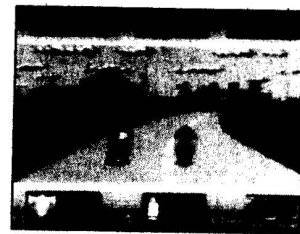
Talking of Golden Axe - Sega are planning a third game for the MD in the future!

GameGear/Sega : Just released from Sega of America is Joe Montana Football for the GG on 2meg cart. The game looks very much like the MD version but ofcourse on a smaller size screen. One for all American footie games.



JOE MONTANA ON THE GAME GEAR.

GameGear/US Gold : US Gold has just released Outrun Europa for the Game Gear and this is real neat, with excellent graphics and good 3D action. The game is of course based on US Gold's own computer game. The game contains five, first-person-perspective races on different vehicles from Motorbike to Jetski to Porsche to Speedboat, and last but not least, a Ferrari. Unlike other Outrun game, Our hero is attacked by bad guys in other vehicles (cars, choppers, bikes...) and there are lots of obstacles to dodge too. Looks are great game for your GG.



Lynx/Atari: Soon to hit the streets from Atari, will be Bikini Beach Jamboree, which is a beach volleyball game. And it can be linked up to four people. B.B.J. looks rather cool, viewed angled-side-on like other beach volleyball games, so you'll have to watch the shadow of the ball pretty closely to hit the ball.

Lynx/Telegames : Telegames are currently working of Double Dragon for the Lynx, and looks to be a faithful conversion of the famous coin-op game. Expected to be available around September.

Gamegear/Virgin : Talking of Double Dragon, the game will also be converted to the Game Gear by Virgin Games, although it's expected that it won't be a direct conversion of the coin-op. It'll be an all new one player arcade adventure with new enemies, weapons, and moves! Expected around October.

Gameboy/Loricel : The the French company that brought you Panza's Kick Boxing, the team are planning to release Best of the Best International Karate on the GB for a September release. If the game plays anywhere as good as the original International Karate, then this will be one hot title.... especially if they have a link up option for two players!!

Gameboy/Microprose : Microprose are mostly well known for their simulations, and their first for the gameboy will be a conversion of their popular flight sim. - F15 Strike Eagle!! The game should hit the street around Christmas, and will be played the same as the computer versions... in the cockpit, as you take out enemy targets, dogfight, etc.. One to look out for!



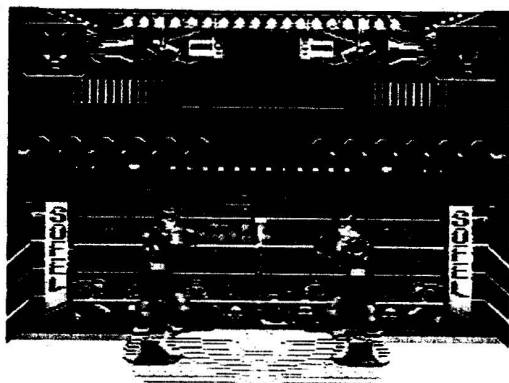
REVIEW:

WORLD CHAMPIONSHIP BOXING

Super Famicom - Supplied By Console Concepts

O n n :

When you first look at this game from Sofel, it doesn't look bad - the graphics are quite decent and animation not too bad. But, when you actually get down to



playing it, World Championship must be one of the worst boxing games around. The amount of moves you can do is limited - a jab to the head, punch in the body, uppercut... and not much else. Blocking, isn't that great either... so when it comes to fighting your opponents, you tend to rush in quickly and pound your opponent before he can pound you.

Another annoying feature is that, although it looks like the game is played on a single side-view plane, the boxers can actually move 'around' the ring, thus, facing up-screen!

Overall, I can't say anyone would be interested in this game... even real boxing fans... after a couple of goes on it... you're unlikely to return to this game. One to avoid.

Video	- 80%	Audio	- 70%
Playability	- 45%	Lastability	- 20%
Overall	- 40%		

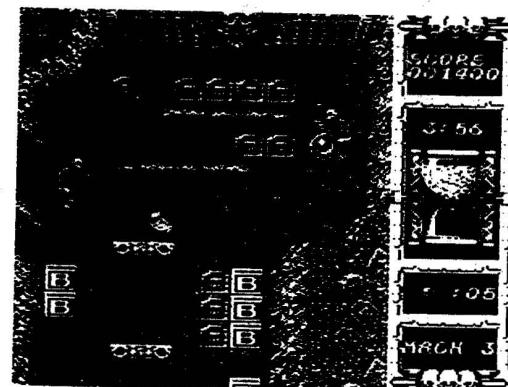
Review

DEVILISH

Megadrive - Thanx to Mark Beckett for game

O n n :

Devilish or Bouomen is basically a scrolling version of Breakout. Yep! That old bat and ball game. Instead of one bat, you have 2 to control... one on top of the other, although the top one can be moved up and down the screen, and rotated 90 degrees.



Like Break out, there are lots of blocks to 'break' and in the case of Devilish, there are other obstacles too (some hold the ball in place, divert the ball, and so on). You must move the ball up screen (although later levels, scroll left/right... hence the use of the rotated bat) through several screens until you reach the final screen of the level, and preform a task. ie. hit certain targets... all of which must be down within the allotted time!

Devilish is a good game, quite fun and fairly addictive, although sound and graphics are rather bland. Later levels are real tricky, but all in all, Devilish is a nice game, great to play for a while, but nothing outstanding or special. Worth a look, but not an essential purchase.

Video	- 70%	Audio	- 70%
Playability	- 75%	Lastability	- 70%
Overall	- 71%		

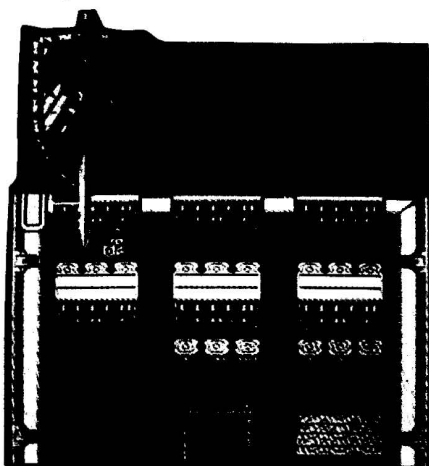
The Legend of Zelda (3)

Super Famicom/N.E.S. - Thanx to Tim for the US Game!



Marc: To start with, I do have to say that I am definitely NOT a fan of RPG's and so it was with great suspicion that I started playing Zelda 3.

The Zelda series of games has a massive following in the States with the previous games on the N.E.S selling millions of copies and helping to make Nintendo as rich as they are today!!



AT THE LIBRARY LOOKING FOR A COPY OF ELECTRIC BRAIN!

You start of by entering your name...be sensible, the game refers to you as this throughout!! You are then seen in bed at your house and your father sets off to rescue Princess Zelda. After he leaves, you jump out of bed and the idea is actually for you to rescue her!! So much for good old Dad!

It's at this point that I started to show some interest; you can actually control the little guy and run around the map exploring and chatting to people, collecting items etc....Hmmm, maybe this isn't the usual RPG bogged down with loads of text and with each move planned and taking 15 minutes!!!!

The map can be bought up on screen at any time and is scaled round in hardware (NICE!). It's very large indeed and seems very daunting to start with.

Pretty soon into the game you have to use some initiative to get into the castle (simple..but later on the hidden places, puzzles etc get very devious!) and finding your way around the castle is like a maze.

There are loads of people scattered around the map and they can often give valuable hints about what to do next or where you can find useful items. These items come in many forms such as magic boots (help you run fast), magic gloves (pick up heavy rocks) etc.

As you walk around the map, guards, birds etc attack and you must kill them off using your sword. Often they leave behind money or energy.

This is a game that is so massive and with so many subtle aspects to it, that it would take a ten page review to go into full depth. So I won't!

The team behind Zelda are the same people who wrote Super Mario and it shows in the graphic style, unbelievable attention to detail and painstaking effort that has gone into it. The graphics, like Mario, aren't stunning or using the SF that well, but they serve a purpose and are very pleasant to look at. There are a few hardware effects (again, like Mario) but these are just fairly pointless.

The music is nice but not spectacular, and funnily enough doesn't grate, despite playing over and over whilst you play. Sort of like 'wallpaper music' really.

Above all else, GAMEPLAY is the part of Zelda that dominates. This game just oozes quality and I can't see anyone actually not liking it. Even ardent RPG haters (like me!) will love this game. There is

enough here to keep you occupied for absolutely ages and the challenge is so good that you just can't help going back for more!!

Zelda easily takes it's place beside Mario, Contra and Area 88 in the SF Hall of Fame.

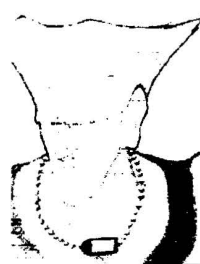
An essential game for any owner's collection and an cut above the rest. EXCELLENT!

Graphics	-	85%
Sound	-	84%
Playability	-	96%
Lastability	-	97%

Overall	-	96%
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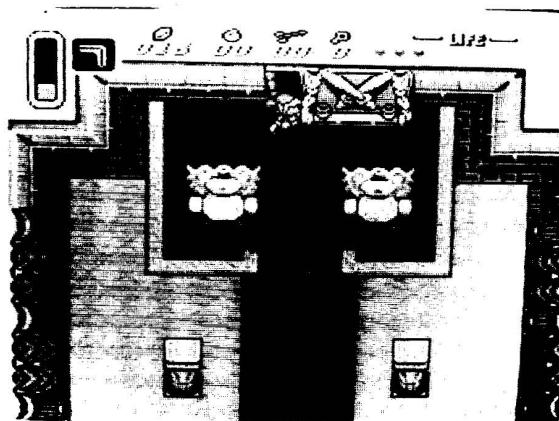
MEGA!



Jason: Why has it taken six months to translate this game for the USA market and why did Robin Williams call his daughter Zelda? I'd always had some idea of how popular the Zelda series was on the NES but on

hearing about the story of the crazy Japanese Zelda fan who burnt someone's house down in anger because he'd not managed to obtain a copy before the shop sold out(!), I began to understand the anticipation surrounding the release of the 16-bit version and the 6 months of torture SF owners have had to endure while waiting for an english text version to appear.

Anyway enough of that waffle - is it any good? Silly question really..Are Mario games any good?..is F-Zero or Pilot Wings any good? If you think not then you might as well take a megadrive and shove it up your..(shut up and get on with the review -Ed) Oh alright then - I love this game!!! In the words of a friend it's like playing a big sprawling cartoon. I loved the YS games but this will make



PUSH OPEN THE SECRET PANEL... ERM... PRINCESS ?!

them crawl away into a dark hole. Its not any particular area that really shines out but the package as a whole is beautifully designed and implemented. Graphics are functional rather than awe-inspiring but they really grow on you! The effects like rain are very nice indeed and really help to create a superb atmosphere and the tunes are well orchestrated with some excellent echoing pieces. Of course the gameplay is what really counts and there is a great variety in the way you control Link. Pushing, pulling, barging, swimming, holding etc are just some of the moves the little green fella can make and there are loads of objects along the way that can be used.

One aspect of the game that hardened adventure addicts may find

offputting is the speed at which the game allows you to progress. Having never played 8-bit versions of Zelda I cannot compare them but all my mates have finished this game inside a week and that includes the Jap versions!! An NES Zelda fan told me the 8-bit games took him about 6 months to fully complete!!! (probably cos the NES is Pal!) This is strange when the SF version is supposed to be so much bigger! Despite this it's still an awesome game that proves to be hugely enjoyable (and frustrating when you cant find that bloody key!) and especially accessible to the kind of gamer who wouldn't normally consider this type of game. As Onn would say...a MUST! (no.637 and now only £21,048 in the red!)

Video	- 90%
Audio	- 90%
Playability	- 98%
Lastability	- 94%
Overall	- 95%



Onn: At long last, Zelda appears in english (or should I say american?!) form, and having not played the 8-bit version (of which... has anyone played the 8-bit version? Or are they all lying?) I was quite surprised at how brilliant this game is. At first, I expected the game to be a proper RPG (Hit and Exp. points to increase, money to collect, etc.), but Zelda is not really a RPG, but an arcade adventure with lots of puzzles... like Gauntlet, Wizard's Lair, Star Quake or Atic Atac!

The graphics are really ace, very well defined cartoon-style backdrops and sprites with neat animation and a lot of detail to attention. The effects are brilliant too - right from the start, you have a thunderstorm with lighting flashing, and rain pouring down accompanied by appropriate thunder, rain and splashes effects as you walk around. But it's the excellent gameplay that makes Zelda the biz... it has everything - arcade action - as you take out those horrible guards, bats, rats, and other creatures with

your trusty sword or better, with your bow and arrows, There's adventure and puzzles as you search for keys, figure out how to get certain items (ie. push a statue onto the pressure pad to open the door), hidden items, mini bonus games, and sex... ermmm... probably not the latter!

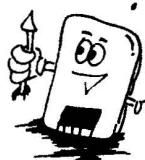
Zelda is huge too! It would take atleast a week to complete which is not very big for a RPG, but as it's not really a RPG... it's big... although I have yet to complete it, as the second to last boss is a right bugger!

The only flaw in the game is that, you can only save one save game on the cartridge. Saving means going over your last save. This is real problem... but once I did something before another task, and missed out on the text... so hadn't a clue what the item (the flute in this case) was used for!

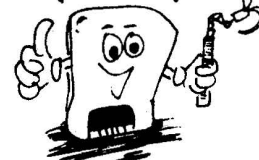
Overall, Zelda is a brilliant game and should appeal to everyone... but be warned, it will keep you up all night... probably why it only takes around a week to complete!

Video	- 95%
Audio	- 93%
Playability	- 98%
Lastability	- 90%
Overall	- 96%

BRILLO!



FABBO!



Musya

Super Famicom by Data M - Supplied by Megaware



Marc: Sometimes a game is released that really makes you stop and think WHY? Unfortunately, Musya is one of these.

It kicks off with a intro that follows through into the game with an old oriental style.. you know, Ninjas and all that!!

The first thing that you notice is the poor quality of the graphics - the main sprite is pretty small and the backdrops are poorly drawn

and boring to look at. Very few colours have been used and there is little attention to detail.

The music, what there is of it, is average and there are no real sound effects to speak of.

The game itself is a platform/ beat 'em up, sort of like a VERY scaled down Shinobi type of thing. It's quite slow to play and there is no real action apart from the odd character who comes close to you or a blob that gets in the way and has to be slashed or jumped over.

It does have to be said that Musya is a very, very poor SF game.. it's pointless, doesn't use the machine at all, is no fun to play, tedious and badly presented.

If anything more has to be added - STAY AWAY!!

Video	- 59%
Audio	- 61%
Playability	- 58%
Lastability	- 55%

Overall - 53%



Jason: Just when Asmik thought they had no competition, along come a whole host of companies aspiring to produce the worst SF game yet! Well Asmik, I'm happy to say you dont

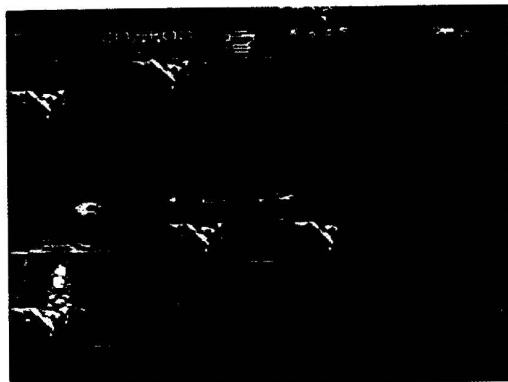
have much to worry about - no one is quite as bad as you!

Musya at fist looks like a Ninja Spirit clone with really nice backdrops and....well thats about it as every thing else is dull dull, dull, duller than a wet Tuesday in Lymm - very dull indeed, so dull that..(ok we understand its dull -Ed) Your hero minces along like a real pansy and twiddles his stick when you press button Y (Oh no I can feel an attack of Foorditis!) As you can tell I'm not overly impressed with this game and kitchen appliances once again look the better option (come on Dan, I heard about you and that corkscrew after playing that naff Valis game!) Avoid this like an open fridge on a rubbish tip!

Video	- 60%
Sound	- 54%
Playability	- 25%
Lastability	- Yawnnnn..17%

Overall - 36%

" HERE LIES MUSYA... "



MUSYA WITH A SPEAR BUT NO BADDIES TO KILL!

Rushing Beat/Rival Turf

Super Famicom by Jaleco - Supplied by Megaware/Console Concepts



Marc: Rival Turf (or Rushing Beat as it's known in it's Japanese form) is another in the line of Final Fight rip-offs that make no attempt to hide the fact!

Everything is the same! You choose from two characters, either a big lumbering bloke or an ultra fit karate champ; you have a 'special' move, you find knives, energy etc inside mail-boxes etc,etc. Even the setting for the levels is similar! (e.g alleyways in the city, on board a train (or in this case a bus)



and so on.

The graphics are nowhere near as good as Final Fight, and the amount of moves is far more limited, but where Rival Turf scores a hit is with it's two player mode. Probably the most moaned about feature lacking in Capcom's conversion, here we do get a simultaneous game with about the same amount of slow down as in one player Final Fight! There is also a

versus mode which adds to the fun.

The tunes are o.k. throughout and the sound effects are, of course, grunts, screams and shouts.

Rival Turf is a nice attempt to better Final Fight and playability wise it's not at all bad. The two player option is a good laugh and adds quite a lot to the game. However, the lack of moves is a problem and the action does get a bit too tedious too soon...

Worth a look, but certainly not as good as Final Fight.

Video - 80%
Audio - 81%
Playability - 83%
Lastability - 73%
Overall - 72%



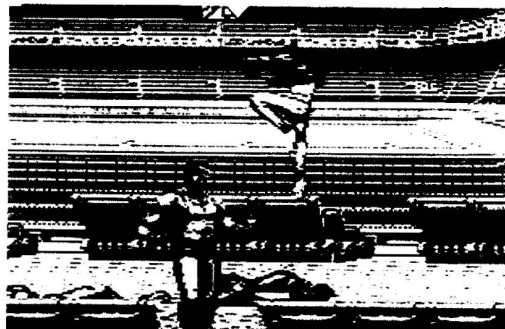
Onn: When I saw this in the magazines... I thought GREAT!! Final Fight with two players, and as all the buttons are used... more moves! BUT, it's

a Jaleco game.... Aaaarggh! Jaleco has done it again, Rushing Beat is another bodge job!

Everything about the game is awful - terrible ridiculous moves, crap enemy attacks, not to mention horrendous sound. The graphics are just above average,

but animation is terrible with only a couple of frames per move.

Because the top buttons makes you walk faster, it's very easy to 'Rush' into opponents, grab them, and preform a special move on them (throw, knee of backdrop). Alternatively, you can slide opponents... nothing can touch you, although it doesn't take much of their energy.



"I'LL COMPLETE IN THE HIGH JUMP... YOU - THE HAMMER

The enemies are not very intelligent in that they move away from you - meaning they are mostly off-screen which is very frustrating. Unfortunately, none of them are very tough... apart from two types of guys - a muscle man that can grab you and preform a DDT on you, and a karate man that occasionally kicks you while jumping back. As for the bosses, they are real easy too apart from the last boss of course.

All in all, Rushing Beat is one terrible beat 'em up compared to Final Fight. If you already own FF then forget this game, but if you don't, then get FF instead - Rushing Beat should be left at Jaleco HQ. Oh yeah... the one-on-one game is crap too!

Video - 70%
Audio - 55%
Playability - 70%
Lastability - 60%

Overall - 65%



Slime World

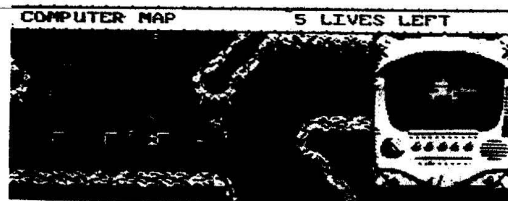
- Megadrive by Micro World - Supplied by Console Concepts



Onn: Slime World was one ace game on the Atari Lynx, and now that it's converted to the Megadrive, you'd expect something terrific. Strangely, however, Slime World just doesn't play as good as playing on the Lynx. This could be because the Lynx had a smaller screen resolution, so everything looked big... and as Micro World have done a complete port with the same blocky graphics, same animation, and same gameplay... not to mention same horrendous sound effects (although the levels are altered

ever so slightly), Slime World just doesn't feel like a good table top console game. The game play is pretty boring after you've done a few levels, and the two player option is just as boring - infact pointless... as both player take out each other right from the start, so you don't get anywhere!

All in all, Slime World is a pretty average game, and I can't recommend it... What was excellent on the Lynx, just doesn't come close on the bigger machine.



GREAT GRAPHICS... JUST LIKE THE LYNX ?!?

Video - 70% Audio - 50% Playability - 75% Lastability - 65% Overall - 70%

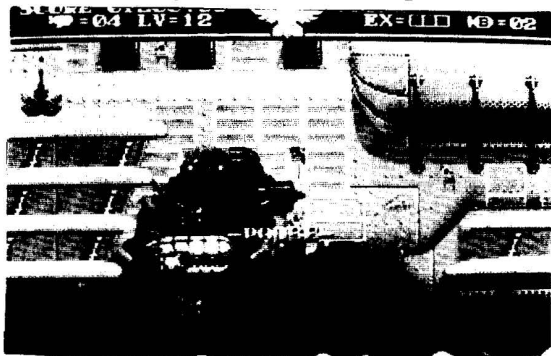


Marc: Hot B are obviously fans of shoot 'em ups and for their latest they've opted for a very strange (and original) graphic style and a fairly novel plot.

The game starts with quite a cinematic intro which sets the scene as a sort of Jules Verne shoot 'em up; the screen looks as though it's on an old piece of film with a nice flickery effect and some weirdly drawn backdrops. You can play as either a bi-plane or an airship; the airship can take more hits but is slower than the plane. You can re-select after each level if you want to.

The graphics are something and nothing really - they are very unusual and there are loads of nice ideas throughout, but they're pretty chunky and lacking in colours and so have a very low-res look about them. It seems that quite a few of the MD's developers are opting for this style, and I must admit I'm not keen on it! However, they do have a certain charm....

The music just doesn't suit the game at all!



Instead of some old-worlde style tunes with suitable instruments, we get up-beat modern ditties....eh???

The gameplay is straight-forward shoot 'em up stuff...don't expect to be blown away by any innovations - the scrolling does change directions, go diagonally etc but nothing that we haven't seen before. Of course, it's very addictive and definitely enjoyable, but yet again, on Easy mode it is completable on your first go!!! Oh dear...

The major problem with Steel Empire is SLOW DOWN! As soon as you get a decent power up and a few enemies on screen the MD almost gives up completely!! And everyone slags of the SF for this problem...it's certainly not the only machine to suffer from this! The power-ups are completely un-imaginative. The main collectable just makes your current firepower larger; there are missiles and bombs but that's it. No interesting ones to blast away with. Then again, I suppose the laser wasn't invented in the days of Jules Verne!!!

A good shoot 'em up but one which will just join the list on the MD, not jump to the top of it.

Video - 83% **Audio** - 76%
Playability - 84% **Lastability** - 65%

Overall - 80%

Steel Empire

Megadrive by Hot-B - Supplied by Megaware/
Bought from Hong Kong



Onn: Hot-B haven't exactly made a big impact on the MD, and they are not going to either with Steel Empire. On the positive side, the graphics are extremely well drawn with excellent defined backdrops, sprites and neat animation. Although the flickery screen during the intermission to simulate an old movie running, is very annoying!

On the down side... sound is pretty average stuff... okay music and the norm. when it comes to shoot'em up effects. But the gameplay is just to

repetitive from level to level, just more and more enemy crafts of varying sizes to blast... no big surprises... and apart from the side-mount multiples, there's no other different weapons! I managed to complete the game on my first sitting with a couple of continues) in Normal mode, and haven't touched it since! One of the levels also cheats you, sending you crashing into the walls... as far as I can gather, unavoidable!

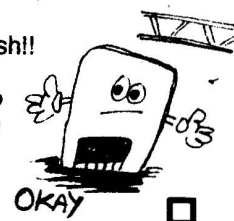
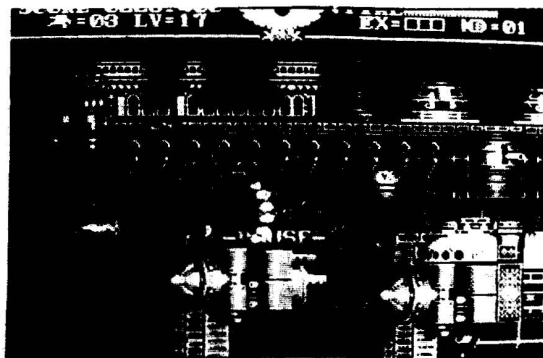
Overall, Steel Empire is a very mediocre game... and only just pips P*47. I wouldn't recommend Steel Empire at all - you're better off with Air Busters, or if you're after a newer game... ermm... there doesn't seem to be any new

shoot 'em ups... so you're better off saving your dosh!!

Video - 85%
Playability - 76%

Audio - 75%
Lastability - 75%

Overall - 75%



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Last Fighter Twin

Super Famicom by BanPresto - 8meg - Supplied by Megaware



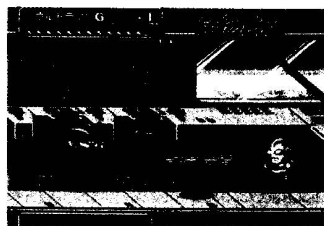
Marc: What is it with Banpresto? They seem obsessed with these silly little robots and Ultraman characters from those Japanese comics!! First it was Ultraman -

the game, then Volleyball and now, believe it or not, this is a beat 'em up starring those same 'things'!!

The game kicks off with a scene setting intro (well, scene setting if you can understand Japanese!) and then it's straight into the game. No options, no passwords.

The graphics are cute in a strange sort of way - these fat little robots waddling around the screen sliding into, headbutting, punching and kicking anything that comes your way! Quite a lot of colour has been used and all the sprites are well drawn but there isn't much animation to speak of, and there isn't any chance for the graphics to be shown off properly.

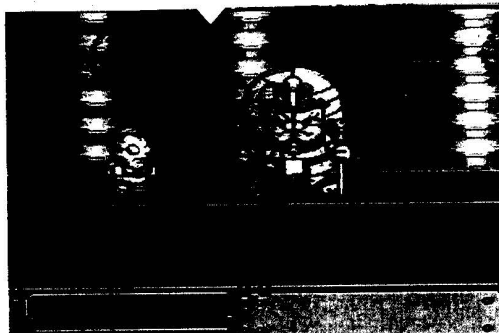
The music tootles away in the background and is fairly forgettable and annoying (in fact I have forgotten it, luckily enough!) and the sound effects (what there are of them) aren't



exactly exciting.

Unfortunately, the main points to pick up on are really the glaring problems with the game. For a start, the screen scrolls with you and often you are standing at the right hand side moving the screen along and you end up walking straight into an attack! This begins to get fairly frustrating after about the fourth time it happens!

Actually working out which particular combination of buttons actually produces which move is



ULTRA-MAN MEET TUT...

also a bit of a mystery. It seems that just about every time you go to do one thing, something completely different happens...naturally this can be an inconvenience when you've got 4 characters after you!!

It's not until the second level that a major flaw rears its head; the floor you walk along slowly crumbles behind you and you must clear all the baddies off the screen to advance the scroller. However, on several occasions I didn't manage to do this and dropped to my death!. Fair enough. However, the fact that the game then proceeds to plonk you back down in the exact same spot, therefore going into an loop which clears out all your lives isn't exactly fair, and whoever playtested this game should really choose another vocation in life!!!!

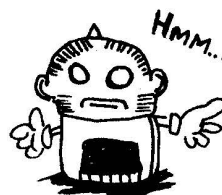
There isn't any variety in the gameplay at all and by the time you've got into that 'loop of death' it's all become too much to bother with anyway.

The beat 'em up genre is a fairly shallow one in my opinion, but done well they can be excellent. On the other side of the coin, if they're done badly they can be the most tedious, boring, monotonous and most pathetic games ever to grace a console!! I wouldn't say this is the worst I've seen, but to recommend it would be outrage!!

If you're desperate for a beat 'em up, definitely wait as this is quite frankly a waste of money.

Video - 73%
Audio - 61%
Playability - 60%
Lastability - 58%

Overall - 63%



Super Valis

Super Famicom by Telenet - Supplied by C.E.S./Console Concepts



Marc: The Valis series on the PC Engine CD Rom seemed to highlight the main problem with the CD format - try to impress the player with a load of excellent music and fob them off

with a pretty plain game! In its conversion to the SF nothing much has changed except the machine is making the music, not the CD Rom player.

The programmers seem to have tried to make this version look the

same as the CD version and it kicks off with a very Japanese intro.

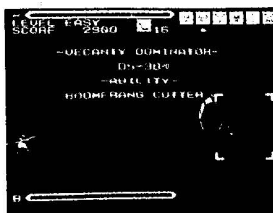
The graphics throughout Super Valis are very patchy - some of the sprites are excellent (particularly the bosses), while others look pathetic. The same for the backdrops - sometimes good, sometimes very average. The impression is that about 10 graphics people have worked on the game, ranging from someone half-decent to a 4 year old!!

The music is excellent, and very CD-like in quality. Loads of

nice samples are used in some pretty well put together tunes. The sound effects seem to have had less time put into them and are pretty standard.

The major fault with Super Valis is the playability - or rather the lack of it. A lot of the time you're wandering around aimlessly with nothing to do, nothing attacking you and across a very boring landscape. There are times that you could literally look out of the window while you're playing (or even sellotape down the pad and have lunch!!) - it's that boring.

The only mildly interesting part of the game are the bosses which are



quite original and well done, and also the variety of weapons that you can collect. Apart from that, this is a straight forward platform/arcade adventure with no bells and whistles.

Not a bad game, but just not enough to actually do to make it interesting and definitely not an essential buy.

Video - 78%
Audio - 88%
Playability - 70%
Lastability - 67%
Overall - 73%



Onn: I quite like Valis games on the Engine, especially the third game.. the forth was good, but too tough... and this version is not bad, but not the best. Graphically, it's

very good with well defined graphics and okay animation and so forth, and as for sound, it has some excellent music, and appropriate sound FX.

However, the gameplay is a bit of a let down. Firstly, the control

method is rather fiddly... with so many buttons on the SF pad, you'd expect the game to use a different button to fire your magic weapon (usually needed for the boss), but NO! Telenet have used the Up + fire button method which is difficult when you are trying to dodge the enemy and their fire at the same time... and to run, it uses the Golden Axe method of hitting left/right twice.

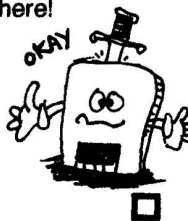
The second annoying feature is the amount of pixel perfect jumps required and stacks of platforms to climb up. One miss and down you fall... and you'll have to climb all the way up again... extremely frustrating!

Thirdly, with only one life it's mega tough to get far into the game, especially if you don't use the continue option!

Overall, Super Valis is not a bad effort, but not a patch on Valis 3 or 4 on the Engine, which has more varied levels, three characters to switch from and some logic required to get through certain stages. So I would say, Super Valis is not that Super, more very average. Definitely a try before you buy here!

Video - 87%
Audio - 88%
Playability - 75%
Lastability - 70%

Overall - 78%



considering how easy it is rumoured to be to access all the flashy chip features. I mean, there isn't actually anything particularly bad about the graphics, they're just passable and is that really what we want to see??

The point about using the hardware hits home when you get up some speed and go over a bump/up an incline. The whole thing looks a bit of a shambles and it's pretty hard to actually see what's going on and where you are on the screen!! Suprisingly there isn't any slow-down (which I suppose is quite commendable since the CPU is running the whole show) but if only they'd used the hardware everything could have been soooo smooth!!! Oh well!

All the usual driving game features are here - roadside objects, hills/cityscape in the background, objects in the road, pit-stops etc and there aren't any original touches which is a shame.

The music is quite good (the title tune is a little Jarre-like to start with) but of course the silly engine noise tends to dominate during the game.

Apart from the awful hill effect, there are a few other problems. I really don't see the point in having a split screen for the one player mode - why not have a full screen game (or did this slow down too much???) and also getting in and out of the pits is a complete pain!! Most of the time you either miss them completely or slow down and get hit past them or actually get in and accidentally hit the accelerator whilst entering and drive straight out again!!!! Why they couldn't have used another button on the controller god knows!! Also, if you run out of fuel you have to wait for the computer to finish (even if it's 3 or more laps!) and this can be quite tedious!

The redeeming feature of Top Racer is the gameplay. It is obviously very easy to get into and despite the flaws is actually quite addictive to play. There are a whole load of levels to get through (covering different countries) with a password after each.

Overall, not a bad game, but certainly not a SF game....if you've got an Amiga as well, get Lotus Challenge as it's just as good (if not a tad better), otherwise dig out F-Zero and then take a look at this.

Video - 79%
Audio - 82%
Playability - 87%
Lastability - 86%

Overall - 80%

Cont. overleaf

Top Racer

Super Famicom by Kemco/Gremlin Graphics
 Supplied by C.E.S. / Console Concepts



Marc: Racing games are a rare beast on the SF, and with Gremlin Graphics (the coders responsible for the excellent Lotus

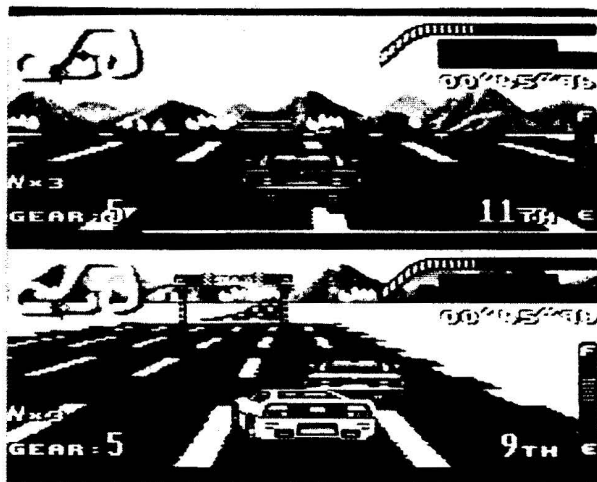
Challenge on the Amiga) behind this I was fully expecting it to be the game to finally topple the ageing F-Zero. Maybe next time, eh lads?!!

Basically Top Racer seems to be a rough 'port-over' of Lotus from the Amiga with the coders making no real attempt to distinguish this as a SF title.

There are quite a few options to fiddle with (i.e. auto/manual, different cars, etc) and the presentation of all this is quite nice with digitised style backdrops and some o.k

music.

The in-game graphics are virtually identical to the Amiga game and none of the SF's hardware has been used which is pretty criminal



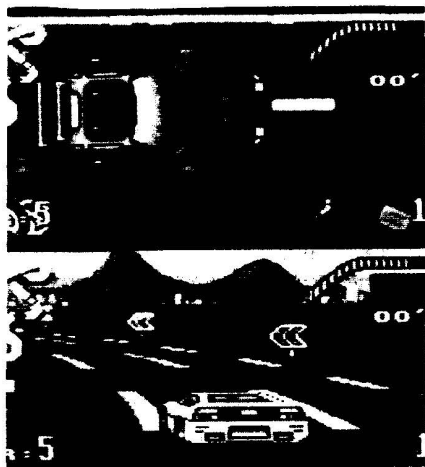
THE WHITE CAR IS IN THE LEAD... BUT IN NINTH PLACE!



Onn: Top Racer is basically Lotus Turbo - it has a split screen for two player action just like Lotus, it has similar type of graphics, same gameplay, and even some of the same

music!

The graphics are very much like Lotus... rather chunky and not very detailed and not that colourful, although the intro., etc. are pretty neat. What about the 3D scrolling? Well, it's very good until you're going at top speed or using the Turbo and it jerks, and your brain goes crazy! This



TOP CAR GOES INTO THE PITS... SO WILL LOSE!!

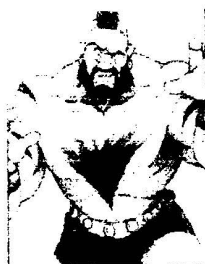
is extremely bad when you're on a hilly and winding road! There are some nice touches like the tunnels, and the night driving!

Sound - it's very good with some excellent tunes... most from previous Gremlin race games, and good sound FX too.

As the game itself goes, Top Racer is a wicked race game. With a choice of different cars, and a lot of tracks, it's one of the best race games around, especially against a human opponent. However, like other race games, the pitstop is totally ridiculous as the computer cars don't go in... and sometimes you can accidentally go in (or pushed in!!!) thus losing valuable seconds.

Video - 80%
Audio - 85%
Playability - 90%
Lastability - 85%

Overall - 88%



Marc: For a game that starts quite promisingly with a nice (if short) intro and with a few o.k. looking screen-shots, this really does go downhill very fast!!!

It seems as though Asmik have paid very little attention to that 'minor' point - gameplay! For a start there are no visible options and some annoying Japanese text comes up at the start of each section which can't be skipped - bad move number one!

Almost as soon as another item comes on the screen and you fire, we get some quite painful slow-down, which is completely down to abysmal programming and really is inexcusable.

To be fair, the graphics aren't the worst I've seen, but next to no imagination has been used (especially in the sprites, which quite often look very silly!) and a splash more colour would have improved the whole look considerably.

The sound is a disaster! The tunes are very grating, use pathetic 'instruments' and repeat after about a minute!! In fact, the music and sound effects both seem to have been a definite afterthought.

If all the other problems with Xardion weren't enough, the

gameplay isn't exactly going to cheer anyone up either! If you die at any point during a level, it's back to the start (annoying when you've almost completed it) BUT also, if you complete the first level (including beating a guardian) you still get put back to the start of it!!! (unbearable!!) and after doing the whole of the first level 3 or 4 times it's time to switch off and never play it again!! Oh dear! I don't think there's really a single thing about Xardion I could recommend as it's all so badly put together.



Xardion

Super Famicom by Asmik - Supplied by Megaware

Don't even think about buying it!

Video - 68%
Audio - 50%
Playability - 50%
Lastability - 40%

Overall - 52%



Nick: Xardion was previewed in an issue of Electronic Gaming Monthly a couple of months ago and it looked like a good shoot-em-up along the lines of E-SWAT. However this isn't the case. Xardion has only a load of Japanese for an intro and after you

have played the game once when you turn on again, you are put straight into the game - no title screen or anything!! Your first impression of the game is that it is not up to Famicom standards, the graphics would look average on a PC Engine, the sound is not very well done and the levels are nothing special. Anyway, you run along and can fire upwards, forwards, backwards and downwards. When you press Select, you can choose from a selection of 3 robots, Salamander (A hard nut), Alcedes (A wizard like robot) and Leopard - an agile dog-like robot. They each collect power-ups (like E-SWAT), back-up weapons (missiles, time

bombs) and some how combine to make Xardion (I don't know how!). Anyway, after trekking through the first level (very easy!) you come to the boss, a mutant type creature. After you destroy it, you carry on to the second level and so on.

Xardion is nothing special, buy something like

The Addams' Family or Contra instead!

Video - 49%
Audio - 50%
Playability - 50%
Lastability - 30%

Overall - 45%



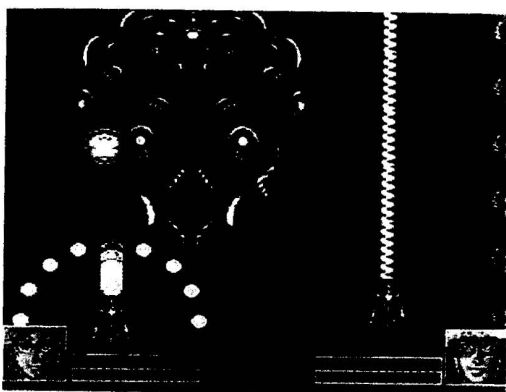
Psychic Storm

PC Engine by Telenet - Super CD-Rom - Supplied by Console Concepts



Onn: Psychic Storm is a vertical scrolling shoot 'em up very much like the old PC Engine game Cyber Core in look and play.

The first thing you notice when you load in the game is that, Telenet has made use of the new system card as the game loads in fairly quick (unlike Browning), and the intro animation sequence is fairly long and full screen too.



YOU FACE THE ALIEN FORM BOSS....

Down to the main game, before you actual start to play, you get a choice of crafts to control all with different weapons... either the first with rapid vulcan fire with missiles, second with single laser and bombs, third with flame thrower and fire bombs or forth - short beam weapon with homing blobs... all in all... stick with the first, as the rest are rather crap!

As you blast off onto stage one over the city scape, alien crafts fly in with guns blazing, although there are no match against your fire power.

Occasionally, shooting the aliens leave icons behind which powers up your energy bars... one for the ships energy and other for weapons. You only get one life... but can absorb a lot of hits before you go down. Increasing the weapon bar and you upgrade your weapons for multi-fire vulcan and missiles if you have the first ship. As well as your weapons you have a smart bomb weapon, plus the ability to transform

three times per level. The first ship can transform into a large butterfly spraying out large beam lasers! Unfortunately, this only last around 20 seconds, but you can collect additional time icons by shooting enough nasties.

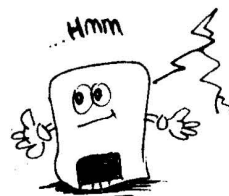
Each level comprise of two parts... high above the ground with more air targets, and lower down with more ground targets to destroy... bit like Task Force Harrier on MD. Reach the end of the level, and you'll have to destroy a large boss, which are massive!

The graphics are very average, not too well defined, and some parts very basic, although the bosses are pretty good. Sound is again average too... the CD music is not brilliant, but okay.

As the game goes, Psychic Storm is a good shoot 'em up, but considering the quality of other Engine blaster, this isn't fantastic... you should check out Gate of Thunder first and other CD-Rom shoot'em ups before you take a look at this. It's also fairly easy to reach the end. I forgot to mention, Psychic Storm can be played by two people together, but this doesn't really make play, any better.

Video - 70%
Audio - 75%
Playability - 70%
Lastability - 65%

Overall - 70%



Raiden

PC Engine by Hudson
Thanx to Nicky Lee for game

Onn: The Megadrive game is one of the best shoot'em ups on the machine, and the Super Fami version, one of the worst... and the PC Engine one, is again excellent. Any one who has played Ultimate Tiger on the engine will know what this game is like as it not only plays very similar, it looks it too.

As Ult. Tiger is one of the best vertical blasters on the Engine, Raiden is just as good... it's plays as good as the coin-op, fast and furious, and fairly tough.

All in all, Raiden is certainly worth checking out - and with a Super CD-Rom version out with extra new levels, it should be a must!

Video - 85%
Audio - 85%
Playability - 90%
Lastability - 90%

Overall - 90%



Minesweeper

PC Engine by Pack-In-Video
CD-Rom
Supplied by Console Concepts

Onn: Minesweeper is a puzzle game, and a rather boring one at that... but what can you expect from Pack-In-Video - one of the worst software companies around. Anyway, the game is complicated at first, but in fact extremely simple. What you have is a grid with tiles on it. Under a number of the tiles are

some mines, and the objective is to remove all the tiles apart from the ones with the mines underneath them... if you do... Kaboom!!!

Picking up a tile (with no mine underneath) will remove a number of tiles adjacent to it. Sometimes, numbers appear under removed tiles. There are three numbers you may get - 1, 2 or 3. The numbers indicate if one, two or three mines are adjacent to it. So, with more numbers, you can figure out where exactly the mines are.. a bit like playing Mastermind.

And that's it! There are different versions of the game on the CD, plus a Edit mode... but none of them are too exciting. With it been on CD, you'd expect some ace music... but no such luck... they are rather terrible. So the verdict is - a terrible game, and certainly not worth the money, especially as you can buy it on the Gameboy.

Video - 50%
Audio - 60%
Playability - 50%
Lastability - 20%

Overall - 50%





While on his way to get his milk and morning paper, Marc Foord stops by Islington to see what this ECTS is all about?



The European Computer Trade Show is the video games' industries way of displaying its new products with a view to clinching deals with other companies within the business.

The venue - The Business Design Centre in Islington, London is one that I'd never visited before, and judging by the name I fully expected a tiny little place with small stands packed in shoulder to shoulder. No way! Roughly 80 companies attended and the whole atmosphere was very different to a traditional show - no huge queues to see the new games, no squashed feet, no dodgy dealers selling cheap disks!

The list of 'exhibitors' was quite impressive with all the big guns attending as well as quite a few from overseas. The biggest names (US Gold, Commodore, Acclaim, EA, Ocean etc) had there own Hospitality

ECTS - Another Show with Initials!

Suites together with various machines running the new games, an abundance of sales people and free sandwiches to 'clients'!!!

Of most interest to us Console people were the following:

Acclaim - various SNES titles (WWF, Smash TV etc)

Beeshu - new gadgets, controllers etc

Electro Source - American suppliers - has the boxes to Zelda, Simpsons (SNES) but weren't selling anything (Bad news!!!)

EA - Desert Strike was the only console stuff on show, but no doubt loads in the pipeline.

Elite - the British developer had Dragons Lair on the SNES up and running and looking VERY nice indeed; basically a platform game but with large sprites and lots of smart effects. The boxes were stuck up on the wall (and looked as



though they were ready to be sold) but, alas, the fourth quarter of '92 is the date!!!

Hudson Soft - showed Adventure Island (SF), Gates of Thunder (PC Engine CD Rom) and PC Kid 2. Nothing actually 'new'.

Imagineer - had Rocketeer (SF) but nothing much else!

Sega - VERY boring; nothing actually new on show at all!!

Tradewest - without a doubt the highlight of the show - a playable demo of Battletoads on the Super Famicom!!! The game had a two player mode up and running together with 1 short level plus a couple more short example levels showing the different game styles. Very fast, very smooth, superb graphics, great laugh to play - one to watch out for (no release date yet!!).

Everyone was fairly good at giving out freebies - loads of free mags were being handed out (e.g. new C+VG, CU Amiga, Amiga Format etc), free demo disks of PC games from Sierra etc, etc.

Commodore's stand was pretty stagnant! The CDTV was the main product and it all looked very boring. In fact, the only real reason to visit the stand was to grab a decent carrier bag, complete with free 30 minute video!! Hmmm....Not Bad.

So, overall, a good show. Far better than any I've visited in a long time and because of it's 'Trade Only' tag not too packed, fairly generous on the giveaways and nothing to actually buy!! Shame no-one was actually selling anything...



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* If you phone me up, I am in every morning 7-8am HK Time. I will not be at home between the 1st to the 12th July.



HOW 'SUPER' IS THE SUPER GUN?

Conversions of coin-op games to home computers or consoles never play as good as the real thing (even the nearest conversions like R-type on the PC Engine is brilliant, but scrolls up and down... Super Darius on the Engine doesn't have the two player option, scrolls up and down too or the three screens, and Mercs lacks the three player option), so if you want to play the best versions, you should have the arcade coin-op at home, and the Super Gun is one such unit that lets you do just that.

The Super Gun - marketed by Gamesgroup Corp. is described as a Professional TV Game Controller and, as you can see from the picture, is a box of tricks looking very much like a CD radio unit - a black box the size of a lunch box with a number of knobs, dials, sockets, and a large connector on the side. Inside houses a 32-bit processor, plus other custom chips to enable it to be jamma compatible and the necessary bits to output picture and sound to a TV/monitor. As well as the main unit, you get a connection cable to attach to your arcade boards.

The are several versions of the Super Gun... the only difference been, extra items like volume control included or not, sort of video output (RBG, TV or standard Audio/Video) and so forth.

Joysticks

The Super Gun doesn't come with any joysticks with the unit, so you must buy them separately. A bad thing you may say, but NOT at all, as you can pick up two Apollo Pro Joysticks for just over £30 in Hong

Mega Thanks to Joe for bringing this mighty canon for a blast

Kong! These joysticks are great - as they have six fire buttons, arranged in Street Fighter manner, and two other additional buttons - one for Start and the other for Select for use with the Super Famicom, with a neat 8-way stick... everything been Micro-

take a look at coin slot magazines.... and Street Fighter II would cost a fair bit. But in Hong Kong, they pirate everything including complete circuit boards - AND Street Fighter II.

A pirate Street Fighter II board with the Super Gun and two Apollo Pro Joysticks will set you back just over a measly



THE MYSTERIOUS SUPER GUN
NOTE THE LARGE EDGE
CONNECTOR ON THE SIDE!

switched... so should last a long time!

The Apollo not only works with the Super Gun, but latest version comes with an adaptor and various connectors to work with the Japanese 8-bit Famicom, PC Engine, Mega-drive and Neo Geo. And the Super Famicom if you buy the extra adaptor for a few quid.

£300!!

Costs

So how does it fair to the coin-op?

Joe's Super Gun had only audio/video connections when it was bought from Hong Kong, but was modified to RGB Scart after a little accident (Hmmmmm!!)

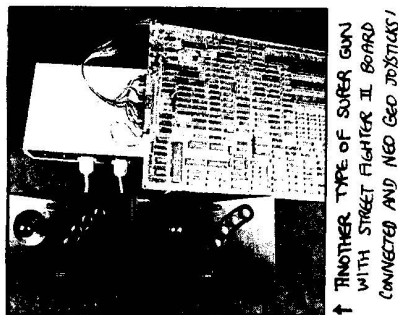
Once everything is connected, the picture you get is NOT perfect... there are a few lines across the screen, which fortunately is bearable. We are unsure if this is the fault of the Super Gun itself or the PCB as we didn't have any other boards to try out at the time.

Anyway, playing the game at your home is great... it certainly saves money. I've only played the coin-op a few times - mainly because there are too many good players around at our arcade... so once on it, and if I am challenged, it usually means game over for me.... but after a few goes on the Super Gun version, I've managed to get the feel of most of the characters... although I did find it near impossible to launch a fire ball (or yoga fire) although strangely easy to do a dragon punch.

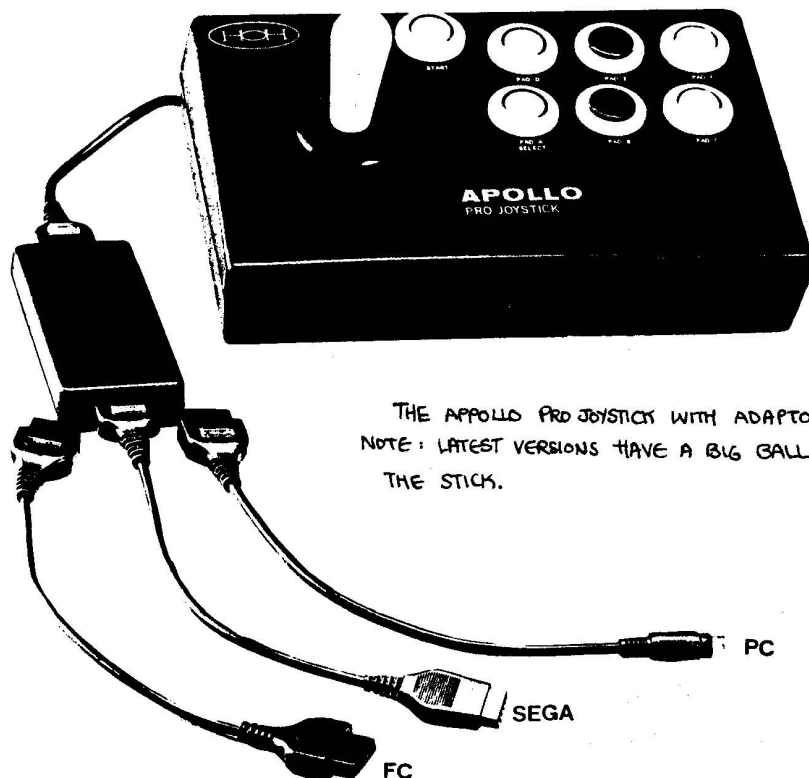
Another reason why it's better to have the game at home is, you can adjust the

P.C.B.s

With such a joystick, the only game to get first with your Super Gun is Capcom's Street Fighter II. You might think that a new PCB will cost an arm and a leg - especially if you



↑ ANOTHER TYPE OF SUPER GUN
WITH STREET FIGHTER II BOARD
CONNECTED AND NEO GEO JOYSTICK!



THE APOLLO PRO JOYSTICK WITH ADAPTOR.
NOTE: LATEST VERSIONS HAVE A BIG BALL ON
THE STICK.

game as the board contains three sets of dip switches where you can adjust difficulty levels, sound test, credits or free play (there is a credit button on the Super Gun), and so forth. (You can also hear the Music and Sound effects at home!!)

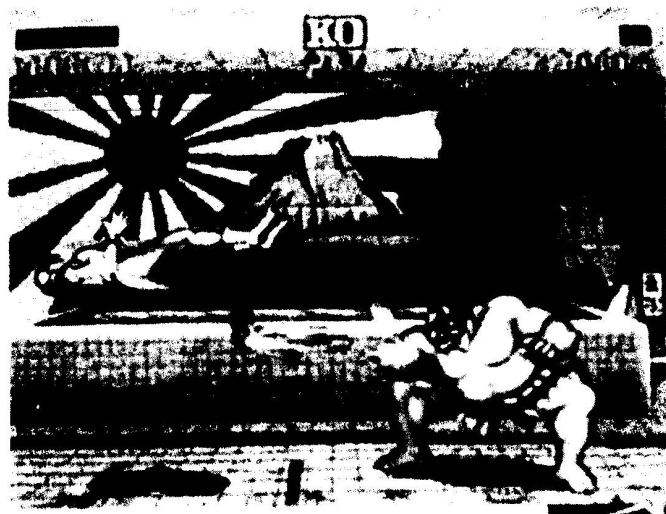
The Street Fighter II board is not 100%... there are a few glitches in the game... especially when scrolling left and right, and a bug at the end, but still certainly worth it.

Overall, the Super Gun is an

excellent piece of kit, and certainly worth the £300 odd for it. In fact, you only have to compare it to the cost of a Super Famicom, a copy of Street Fighter II cartridge and two decent Joysticks.

Where can I get one? Unfortunately, the only place that seems to sell the Super Gun system is Hong Kong and other eastern countries, plus certain stores in the U.S.

As well as the Super Gun, there are a few other companies that produce similar units to it... one of which was the Universal Energizer seen in the UK press a few years ago... but suddenly disappeared from the face of this earth. Apparently, the power supply for the unit didn't comply to UK safety standards, so it was withdrawn from sale.



ARCADE ACTION AT HOME.... NO MESSING, MAN !!

E.B PROFILE:



Name: Jason Brookes

Age: errr.. cough... splutter.. mumble... ..25

Gender: Male

Occupation: Street Trader (posters), trying to get a licence for this at moment! Currently looking for a writing job with a Games Mag

company - I'll never leave the zine though - nothing will ever pay this much!!

Hobbies: Freefalling, Bungy jumping, Shark Fishing, Partying... playing RPGs and wargames for weeks on end in my bedroom attached to a cherry coke drip!

Fave Console games: R-Type 1/2 (Engine)-craps all over SF R-Type! World Court Tennis (Engine)-amazing multi player fun! Zelda 3 USA (S.F.) - beautifully designed game, Castlevania 4 (S.F.) - ace music!! Axelay (S.F.) - What you haven't got it yet!?

Fave coin-ops: Darius, Ninja Warriors (both ace multi screen games) Out Run, Gunsmoke -played em to death back in 86/87, Rygar - mega fast and tough (and crap on the Lynx!)

Fave Films: Assault on Precinct 13 - John Carpenter classic, Allen - Ridley Scott masterpiece, Thelma & Louise - Ridley Scott again, Bladerunner - Ridl..You've got the picture! Bill & Ted 2, Wayne's World, Gregory's Girl etc/

Fave music: Lloyd Cole, Van Morrison, Bruce Hornsby, Steve Winwood, Wacko Jacko, REM - anyone talented!! I am also a great game music freak and have tons of Amiga and SF music on tape!!

Fave Clothing: Leather bikini briefs, Tarzan jungle one-piece, Non-crease chiffon boob tube, Jeans, T-shirts etc.

Likes: Catherine Zeta Jones, Phillipa off Children's BBC(!), Baywatch Babes, Babe in Wayne's World etc ..Oh yeah Konami games, Konami game music, Konami secretaries (probably!), Cult Ben Elton comedy - Filthy rich and Catflap -incredibly funny! Chris Huelbeck Amiga music (Turrican 1&2 plus loads of others), Tim Follin Amiga Music (from Software Creations in Manchester) -his Amiga Ghouls and Ghosts tunes are amazing! He's now writing SF music!!

Dislikes: Crappy slow Pal consoles, Crappy dull UK sitcoms, Trainspotters (stand up and be counted you very sad people!)

When nobody's looking I like to:

Telephone sexy but sad 0898 numbers on a friend's phone and wait till his parents get the itemized bill!

My greatest ambition is: To own an Amstrad GX4000

Fave Sayings: 'A Sphincter says what?' (Copyright 1992 Wayne's World) 'Is the mag ready yet Onn?!' 'Eh listen up will tha ,when I wur a lad playin games meant spendin the ole of tha school holiday typing in a program listing just to find there were a bloody misprint in the mag an' nowt would work!' Kids ave got it bloody easy nowadays with these console things If I 'ad my way I'd ..(snip....Phew! -Ed)

Super Aleste

Super Famicom by Toho/Compile - Supplied by Console Concepts



Marc: Strangely enough, shoot 'em ups are pretty scarce on the SF (compared especially to the MD!) and decent ones are very rare!

So Super Aleste came as a very nice surprise.... There are a whole load of options (including the very silly 'Pad Test'!!!) including difficulty settings and a very nice (but pointless) demo where you can control the scaling/movement of a large space station.

You can play a normal or 'short game' like Gunhed on the PC Engine. The latter is a round where you have to score as highly as possible in a set amount of time.

When you start you go whizzing up the screen with some pretty fast scrolling over a well drawn backdrop together with some excellent looking clouds.

Wait a minute...isn't this a conversion of Gunhed for the SF??? The space ship looks similar, the way the scrolling goes fast then slows down, the power ups....Hmmm...RIP-OFF!!!!

The power ups come along in numbered pods with an abbreviated form of their name on them (eg MIS = missiles). There are about 9 different types, all different and all with the possibility of being powered up!

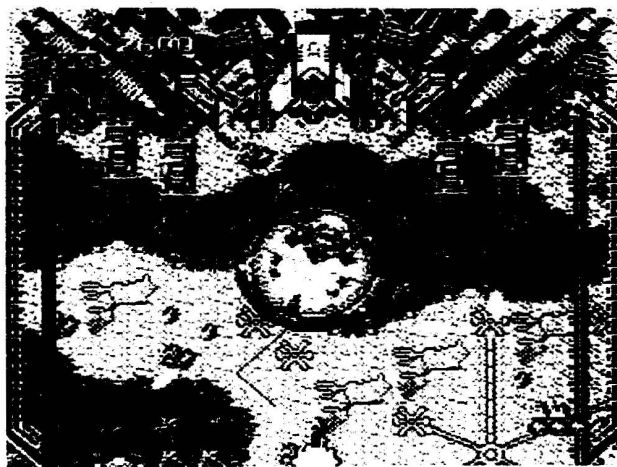
Before too long the screen gets VERY busy with loads of enemies flying around, tons of bullets being fired and your ship power up to breaking point. A major point to mention here is that there is NO slow down at all (Hooray!!) and everything is extremely smooth moving with no jerky scrolling in evidence.

The first boss is large (it takes up half the screen!) and well drawn and animated with a nice line in attack patterns! Dispensing with him you go onto the beautifully implemented second stage. Here a space station can be seen in the background and this slowly scales in until you're actually flying round it knocking out gun placements!! It then scales back

out and you have to move around it. Nice idea, well programmed with no slow down again!

Later on some more smart hardware effects are used to sensible effect (not really just to show off!).

The music is quite mellow considering the kill rate on screen and there is a sampled piano tune at one point. The volume of the music is set quite low, but it can be heard in the background and it is very nicely done (and at times very weird).



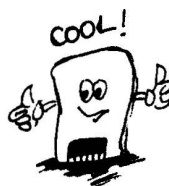
THE FIRST MEGA BOSS... SHOOT THE MIDDLE... DODGE THE SPHERE

As I've said, Super Aleste is a blatant rip-off of Gunhed..oh sorry I meant to say that 'it takes some inspiration from that PC Engine classic Gunhed' (!) but who cares when the games this good?

A must for SF shoot 'em up junkies.

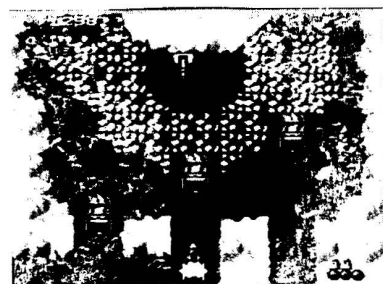
Video - 90%
Audio - 87%
Playability - 90%
Lastability - 85%

Overall - 90%



Nick: What can I say about this game? Hmmm... Brilliant, Amazing, wicked, the Best. This is only a little of what I think about this game.

Super Aleste is a vertical scrolling shoot-em-up along the lines of



Gunhed which it plays very similar to. If you like shoot-em-ups you NEED Aleste! This game is very well presented with the music and graphics showing off the famicom's capabilities to the max! From the scaled-in base on level 2 to the Amazing canal at the bottom of level 5! The power ups range from a normal shot to a mega beam weapon! The game starts off with a really nice intro about some bloke and his woman co-pilot flying into battle and blowing everything away in sight! Your options are a normal game, a short game (?), about 8 different levels of difficulty, BGM, sounds and speech selectors, a base for you to scale in and out (like the old Amiga demos!) and a joypad tester.

Anyway, the game is 1 player only and throws you straight into the action and is highly addictive! Buy Aleste, you will not be disappointed! Will Axelay or Phalanx be able to beat it?

Video - 85%
Audio - 84%
Lastability - 90%
Playability - 86%

Overall - 85%



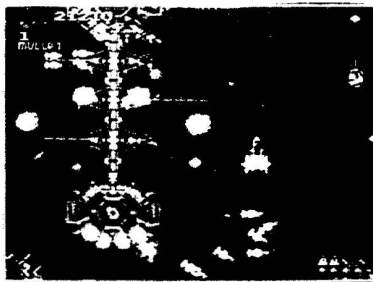
Onn: After playing all the shoot 'em ups on the Super Famicom, I didn't think anyone would produce a mega fast game like Gunhed, etc. with mass destruction without slow down, and I was totally amazed by Super

Aleste... totally awesome stuff!

Not only does the game feature terrific graphics and sound, and plays as good as Gunhed, Super Star Soldier, etc., but Compile have also used the SF's hardware to make it different from other games.

The level where the enemy platform zooms in and out, and rotates is well amazing... and the super fast scrolling level through a maze of obstacles is ace too.

Unfortunately, there is one slight flaw in compile's game... in fact, this has been a major flaw in their last games (ie.



MISSILES AT 6'O CLOCK... UP YOUR ASS!

'em up around, and technically brilliant with stunning effects, for the Super Famicom, but not a patch on GunHed or Super Star Soldier on the Engine. Oh yeah... I must mention - it has some awful speech too!!

Video - 90%
Audio - 80%
Playability - 85%
Lastability - 80%

Overall - 85%



Jason: When Contra first hit the SF the question on everyone's lips was the now legendary 'Does it slow down?'..and the answer was a welcome 'no....well..only a

bit!' Smash T.V was perhaps more impressive due to the incredible numbers of sprites on screen at once but the lack of a simultaneous screen scroll may have allowed more action than normal. As a result I have never been completely convinced that the SF could handle a really fast, hectic shoot em up. Super Aleste is proof that it can and is one FAST game!

Similarities to Gunhed are

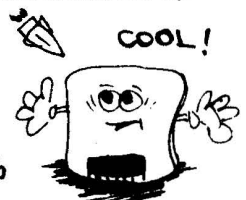
instantly apparent but I didn't rate that game (What? I can feel the hatred already) and I like this!

The graphics are really well done with excellent parallax and scaling/rotation on some levels and some great sprites and backdrops. Weaponary is where things get hot with 8 different types, each which can be powered up 6 times. The most impressive are the large green emerald orbs that spin around your ship - amazing sprite handling! Sonically this game is equally brilliant with fantastic explosions etc. and some really catchy dance-style tunes (with BGM select - yippee!).

Gameplay is very good but not exceptional. The tendency for the weaponary to overshadow the action is always something these types of shooters (EGM speak!) suffer from, and some may find it too easy. This is a huge game and takes ages to get through it all (12 levels I think) but I think I like this game more because of its technical achievements than anything else - as Dan would subtly put it though... 'a bloody good shoot em up!!!'

Video - 92%
Audio - 91%
Playability - 89%
Lastability - 88%

Overall - 89%



Strike Gunner (S.T.G.)

Super Famicom by Athena - 8meg



Jason: It's bargain basket time again or will be in a month or so when this sad effort heads to join the rest of the growing collection of software misfits

earning the prestigious '£25 - nobody wants me' label! To be fair S.T.G. isn't a complete disaster. To

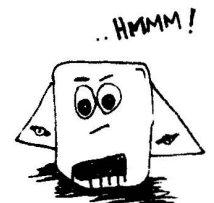
begin with it has very nice explosions (very Neoish!)...and then...well there's the bigger explosions which are also very...erm...nice. O.k so I've trodden down this path before in my Musya review but whadaya want? -all that boring 'insert cartridge in slot' crap from Marc, or Dan raving about Konami shoot em ups half way through his?! Onn, I cant insult cos he's the man with the dosh (What! you don't pay the other guys Onn?)

To the uninitiated I suppose I had better mention that this game is a vertical shoot em up, as a description of the game might be of some relevance! Graphically this game is bland and gameplay-wise it's boring but don't be enticed by these aspects as lurking underneath is the guilt you'd suffer if you plucked it out of that basket full of D-forces and paid for it! I suppose buying D-force would be

worse!!!

Video - 60%
Audio - 58%
Playability - 55%
Lastability - 40%

Overall - 52%



Onn: Hmm... now that you have read Jason's view of this game - I have to sway a bit to the left, or is it right? Or forward? Well, whichever, Strike Gunner is actually not too bad a shoot 'em up... in a one player game it's very average.. heading to dull... but with two players, it's actually quite fun because you can join ships together! This is the best part of it as you can be flying around minding your own buisness, when your mate presses the one of two 'join-up' buttons and you fly and stick to your friend. This is great - as it's possible to kill your opponent by doing this. Also, because, the person who presses the button take control, you can only collect your own power ups, leaving your partner's ship empty!! Overall... (as I'm running out of space here)... S.T.G. is quite a good shoot'em up, worth checking out... 'try before you buy' game!





Dan: When I played the coin-op version of this game, I was rather bored by it. The same was true for the SF version at first, but after a few more goes, I must admit to rather liking the game.

S.T.G. is, in essence, a straight forward two player vertically scrolling shoot-em-up. There are one or two small innovations - the player's secondary weapons are chosen at the

start of each stage (each weapon can only be chosen once) and the two players crafts can be linked together in two different ways to provide different firepower.

Despite the lack of originality, the game is great fun due to the simple and enjoyable gameplay, which is always good for a quick blast. The game is very slick technically. The graphics are nicely done, not brilliant, but suit the game well (as does the sound). The game also runs

surprisingly fast considering the amount of sprites whizzing around the screen. It's hard to believe you're playing on an SF!

Recommended to avid shoot-em-ups fans.

Video - 80%
Audio - 78%
Playability - 86%
Lastability - 80%

Overall - 84%



Ranma Nibunnoichi 1/2

Super Famicom by NCS - Supplied by Console Concepts

Ranma is basically a Street Fighter II game... ie. it's a one-on-one beat 'em up. In a one player game, you're up against the computer opponents, and in a two player game... up against your human friend.

Like Street Fighter II, you can choose any one of eight characters to be in control of, including... the male Ranma or female Ranma - both are pretty much the same, an old karate bloke, a gymnast, or a soldier.

Each character has a ton of moves at their disposal... walk back and forth, jump, duck, punch, upper-cut, combinations, throws, sweeps, roll forwards, block, plus special moves. Each character has variations of the above. For example... Ranma's standard punch maybe a chop for the karate man, or for the strange skateboarder, use his extendo-gun!

Each character has different special moves as in SFII too. Ranma can produce a circular barrier around

rushing elbow smash and karate chops. There's a man with a pole that's very effective from a distance but not too hot up close, the crazy guy on the skateboard is armed with a set of gadgets - giant mallet, bombs, grenades, live lobsters, and extendo gun, and the commando soldier is similar to Guile who can throw boomerangs, lash out with a whip, throw a grenade to the ground throwing up rocks, plus a jumping kick.



Onn: Street Fighter games are great fun (although I prefer arcade adventure beat 'em ups like Final Fight), and Ranma is the first real attempt to copy

Capcom's game, as you can actually block opponent's attacks (unlike games like Fighting Masters on the MD), and NCS have done an accomplish job of it.

The game strangely runs in high res. mode, which Nintendo boast in their adverts but fail to mention it's in interlace - so it flickers! Strangely, the game's graphics aren't that brilliant because it's made cartoon style to match the comic, so it really could have been

done in low-res without the flicker, and possibly full screen. Anyway, the backdrops are defined well, with one screen snowing... quite nice. The main sprites are defined

well too, and animation is very good, with some humorous touches.

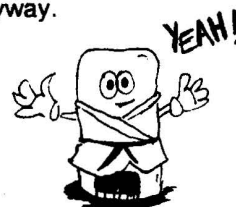
On sound, there's some oriental tunes that plays throughout the game which are okay, while sound effects are well down with good samples.

As the game goes, Ranma plays really well. In a one player game, it's pretty limited as there are only six opponents to beat. It's only in two player mode that it's great fun. Unfortunately, the eight characters aren't that fair. Pick the gymnast and she'll almost win every time because of her fast long range laser. The pole man is great from a distance, but if anyone gets in close, he's had it.. and he can't throw. Therefore, there aren't really enough characters in the game.

Overall, Ranma is a pretty good one-on-one beat 'em up and certainly worth getting before the biggie. Not a brill game, but a good one... certainly better than Battle Blaze anyway.

Video - 85%
Audio - 80%
Playability - 90%
Lastability - 75%

Overall - 85%



RANMA USES HIS CIRCLE OF PROTECTION... ONCE TOUCH FROM GENMA AND ENERGY GOES DOWN!

him/herself, and a column of energy too that takes off a fair bit of energy off your opponent should they touch it.

The other characters - Karate bloke can launch panda-fireballs, preform a



Dan: Like most people, I'm a big fan of Street Fighter II, and so I was greatly looking forward to the release of this game. The result is pretty bloody good stuff.

The game is much simpler than SFII - there are nice characters with only about ten or so moves each, but this doesn't prevent Ranma from being an extremely enjoyable game, especially with two players.

Technically, the game is excellent. The graphics are extremely cartoon-like, with nicely defined sprites and decent use of colour. Sound is also of a high standard, with great samples and suitable oriental sounding music.

GAMES REVIEWS



GENMA THE KARATE MAN, BLOCKS HIGH

The game itself is pretty much like SFII - predictable in one player mode, but extremely good fun when beating up a friend. The various characters are all pretty well matched - more so than SFII - so there's no problem of one character trashing all the rest (thankfully, both players can pick the same character anyway).

Beat-em-up freaks should lay their hands on this game as soon as possible. It's not a serious rival to Capcom's game, but is still a very good example of the genre.

Video - 93%
Audio - 90%
Playability - 92%
Lastability - 91%

Overall - 91%



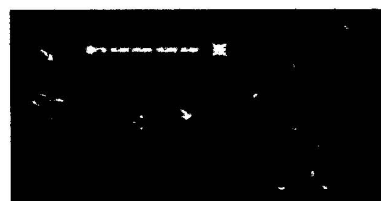
Sol Deace

Super Famicom by Wolfteam - Thanx to Paul for the game



Dan: It's not often a good horizontally scrolling shoot-em-up appears on the MD, but this game is pretty darn good stuff!

Technically, the game is okay, but not brilliant (pretty much what we've come to expect from Wolfteam). The graphics are quite nicely drawn, but in some parts a little rough around the edges. There are lots of rotating sprites (indeed, I wonder if the CD version really used the hardware at all) and one or two other special effects, but the whole thing is let down by one or two really awful sections (the stippled water on the last level looks like it was done on a



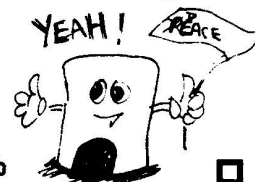
spectrum) and really, really terrible sprite flicker. Sound? Well, as all you MD owners will know, Wolfteam games always sound like a remix of all the other games they've done, and this is no exception. As usual, there are some nicely synthesized voices, and the tunes are quite groovy, but the sound still could have been better (the SFX are pretty boring, on the whole).

Gameplay is fairly interesting. Whilst the game as a whole is nothing new, it's playable, fairly challenging and has enough new features to stop things from getting predictable - of particular note is the weapons can be added to the yop, middle, or bottom cannon). These three cannons can also be positioned to fire in several different directions.

Sol Deace is well worth checking out.

Video - 80%
Audio - 85%
Playability - 89%
Lastability - 83%

Overall - 86%



Sagaia

Gameboy by Taito



Dan: I was rather surprised upon playing this game for the first time to discover that it's not Sagaia at all, but is, in actual fact an adaption of Darius (obviously it was

named after the sequel because that is a newer game).

The game itself is pretty standard GB fare. Tiny, indistinct graphics coupled with bleepy, but passable tunes makes for something less than an unforgettable audio-visual feast.

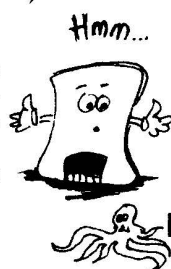
The game itself is playable, but far too easy and when all's said and done is not really a true conversion

of either Darius or Sagaia, due to the much simplified gameplay. There is no choice of levels, the weapons are greatly simplified, the backdrops are too sparse and the whole game just doesn't 'feel' like Darius.

Sagaia is a slightly above average Gameboy game that isn't really worth buying - not even to real Darius freaks (like me).

Video - 70%
Audio - 60%
Playability - 73%
Lastability - 65%

Overall - 68%



Championship Fire-Pro Wrestling

Megadrive by Human
Thanx to Paul for game



Onn: Errrrmm... what can I say about this game... it's basically identical to the Engine version.... ie. same look in graphics, and not that much better in the sound department. Gameplay wise, it the same too. Although the game now features an energy bar for each wrestler at the bottom of the screen, this doesn't make a difference to the overall game - it's still very tough to beat the computer player... and as for playing against a human player... it's quite fun... but not a patch on the Super Famicom one. Overall, I can't really recommend Champ Fire Pro Wrestling unless you are a manic Wrestle fan.

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NEXT ISSUE - No. 28

You can't afford to miss the next issue of Electric Brain - Special Street Fighter II Edition! Full review of SFII for the Super Famicom We detail all the special moves of each of the characters, and all the news, gossips, and extras on this awesome game!

PLUS... reviews of SF Magic Sword, MD F-1 Hero, SF & MD Krusty's Fun House, MD Arch Rivals, MD David Robinson's Basketball, PC Star Parody, SF Parodius, PC Tera Forming, PC Adventure Island, GB Hook, SF Dragonball, and lots more....

Plus RPG special.. why is it so popular in Japan; the console scene in japan... which is the top machine?!, plus the usual mega news, gossips, tips, and more!!

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Magic Troll

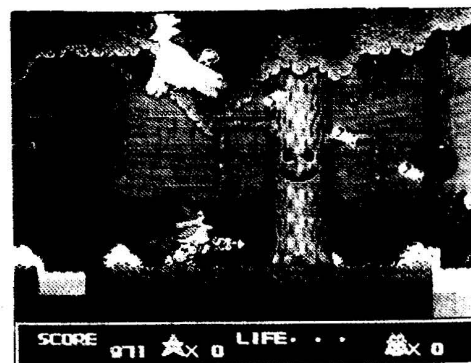
Megadrive by Sega - Supplied by Andy! Thanx

Onn: Magic Troll has one of the best intros on a Sega game - when the Sega logo appears.. Magic troll squells 'SEGA' in the most cute voice ever heard... real ace! Anyway, what about the game? Well, it's a cute arcade adventure game very much like Wardner, with the same old formula - head forward, avoid the nasties or hit them with your staff, pick up certain objects to help you or throw at your opponents, negotiate the obstacles and hazards, reach the end of the level, and dispatch that nasty boss. The game features real cute graphics with large animated sprites. Sound is great too with catchy tunes and good sound FX. The game plays really well too... fans of

Wardner/ Wonderboy will love it. Each level is real long comprising of several stages, with arcade action and puzzles. It's also fairly addictive!

All in all, Magic Troll is a real neat little game. It doesn't really have anything new but it's a fun game and worth considering.

Overall - 84% ☐



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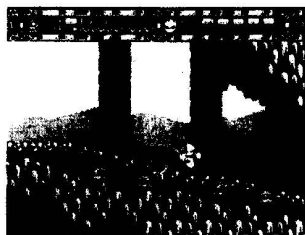
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Alisia Dragoon

Megadrive by GameArts - 8meg - Supplied by Krazy Konsoles

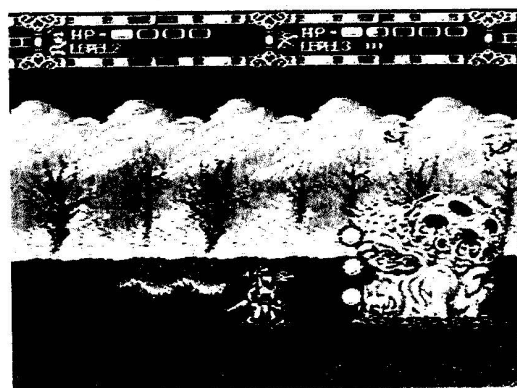


Alisia Dragoon has been long time coming, but it's one ace game. The game's a side-on arcade adventure in the usual Megadrive style (Super Shinobi, Shadow Dancer, Batman, etc.) and our

her out. They are a dragon who fires fireballs, a griffin who fires a sort of a smart bomb absorbing enemies' energy, a winged reptile - fires exploding boomerangs, and a living fireball who homes in on baddies, but loses energy in the process. All the beasts, like Alisia

have their own amount of energy and life force... so they can be killed off too. However, all around the place (some hidden) are items to boost your and your creatures' energy and firepower, plus extra continues (lives), smart bombs, etc..

The game at first seems like a standard arcade platform shoot 'em up adventure but some tactics are required as to which creature you should use and power-up, plus a few puzzles to solve and loads of hidden places for you to find.



ALISIA'S UP AGAINST THE FIRST BOSS SWAMP MONSTER!!

heroine has four friends to help her out on her quest.

As Alisia, you must get through each of the levels avoiding/shooting the enemy creatures from slugs, bugs, knife throwers, guards, vultures, and other wierdo monsters, and mechanical machines... negotiate the difficult terrain through swamps, caves, strange giant space craft and the enemy base... and once you reach the end of the level... you'll have to destroy the evil boss at the end.

Alisia is wiz with magic and can fire beams of lighting from her fingertips... she can also beam up for a megabeam that swings around a full semi-circle taking out most nasties. Aswell as her firepower, Alisia can summon one of four creatures to follow and help

Onn: When I first played this game, I wasn't too im- pressed with it - the lighting weapon was rather tricky to use.. and your creature pals were also tricky to get to grips with... I kept on acciden- tally killing them off, using them as a shield for my girl!

However, after a few games, it becomes extremely playable and quite addictive too.

The graphics are absolutely brilliant although the colour scheme is a bit dark in places, but the sprites are excellently animated. Soundwise, it rather cool too with thumping music and okay effects.

And with tons of hidden places... although rather easy to find, Alisia Dragoon is one ace game, but a brilliant one, as it's easy to get real far into the game... but definely worth checking out!!



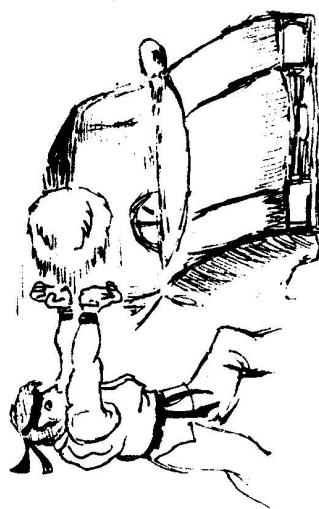
Video - 93%
Audio - 85%
Playability - 87%
Lastability - 85%

Overall - 87%

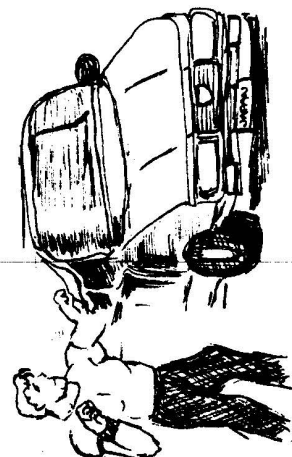
MARIO'S
SCRAP METAL
BUSINESS IS BOOMING
SINCE WE VIDEO GUYS
MOVE IN?



I'M RYU... OH! A BRAND
NEW CAR... I'LL
SMASH IT!



I'M CODY... AHH! A CAR...
I'LL JUST SMASH
IT UP!



THE
CAR
BY
ONN

The Addams Family

Super NES/Famicom by Ocean - Borrowed from Nick!



Marc: I must admit I didn't hold much hope for The Addams Family - after all, Ocean programming the SNES?? I mean, they can't even handle the Amiga yet!!!

After the pretty silly intro (accompanied by the familiar, and well reproduced, title music) it's either straight into the game or enter a password.



MR. ADDAMS SHOWS HIS BOUNCING POWERS....

The idea is to explore the large game map and find various members of the family who have been abducted by some evil being. Naturally, this gives itself more than well to a good old platform/arcade adventure, much in the style of Mario, but significantly different enough to be worth a look.

You start the game outside the house and after a short walk you can find a hat that allows you to fly around and collect a few goodies such as money (collect enough and get an extra life) and a shield. Wander around and you also find a passage underground which leads to a whole network of rooms.

However, if you actually go inside the house, you find various doors linked by a staircase and you can choose which level you want to start on. This is a very smart move as you don't get bored playing the same level over and over again and you also get to see quite a lot of the game without too much trouble.

The graphics are in the cute, cartoon style and although not the best on the machine to date, there are lots of high quality backdrops and tons of really superb sprites. A lot of time and effort has obviously gone

into the visuals and the animation of the various creatures that lurk within the levels is excellent.

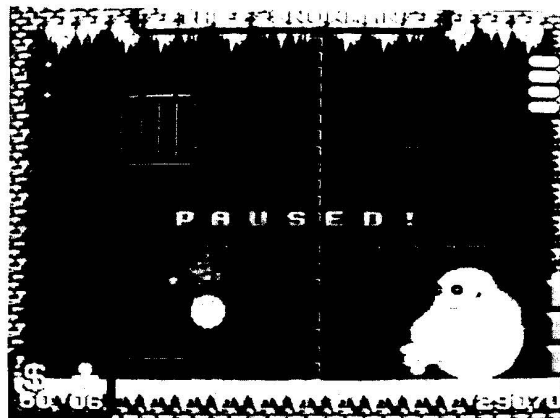
The music isn't brilliant but is good enough and although it does tend to get a bit annoying at times, for the most part it merges into the background. The sound effects are very nice. Sampled noises are used together with some very atmospheric effects and everything sounds good.

The gameplay merges arcade adventure, puzzle and shoot 'em up very well and with the good ideas and nice touches added, The Addams Family is a very addictive game! The main character is quite fiddly/tricky to control and to start off with the game seems far too hard. You only get two hearts of energy but after beating a boss (which incidentally, gives you a password to continue) you get an extra heart which makes life easier.

If you lose a life, the game is fairly forgiving with re-start positions and most of the time you end up roughly where you died

(none of that annoying start from the beginning of the level stuff!). When you do lose all your lives you get put back into the house and can re-select the level.

I must admit this game can be amazingly frustrating at times!!! It is very tempting to just give up when you get to a particularly hard/annoying part but it is



THIS SNOWMAN HAS JUST THROWN HIS BALLS!!

definitely worth persevering as there is a lot of really challenging but very enjoyable action further on. Due to the continue system and the sheer size and amount of levels, the Addams Family is definitely a long term challenge.

A superb game that will keep Mario fans more than happy and well worth the attention of all SF/SNES owners.

Video	-	89%
Audio	-	84%
Playability	-	88%
Lastability	-	90%
Overall	-	89%



Battle Blaze

Super Famicom by Sammy - 8meg - Supplied by Console Concepts



Onn: What do you get if you cross Street Fighter II with Fantasy characters? Well... probably this game from Sammy.

Battle Blaze is a one-on-one beat 'em up.. more like slash 'em up. The game has two modes - a one player game where you take on the computer controlled characters, and a two player game where you fight the human opponent.

The one player game has you up against four opponents in the best out of three match... beat them all

and you face the nasty demon!

There are six characters to choose from although two of them are the same (like Ryu and Ken in SFII).. two barbarians with broadswords, a female warrior with daggers, a knight with an extremely long sword, a fat ogre with a mace and a were-wolf with nasty sharp claws.

Each character can do the usual set number of moves.. straight forward swing, jump up/forward/backward, kick, leg sweep, defend high and low, etc. plus special moves. ie. The knight can launch a wave-beam and a sort of somersault slice, the were-wolf can turn into a wolf and launch himself plus stomp on opponent's head like Chun Li in SFII, and the girl can slide in and stab or cling onto opponents and stab

continuously... similar to Blanka's biting!

The game features terrific graphics, very good sound and is highly playable. Unfortunately, there are only 5 opponents to beat in the one player game, and is too easy. BUT, definitely worth checking out if you have a friend to play against.

Video - 85%
Audio - 74%
Playability - 74%
Lastability - 72%
Overall - 74%



Nick: Battle Blaze is a one-on-one fighting contest (a la Street Fighter) which pits 6 combatants against each other ranging from a Conan

transforming werewolf. This game plays a lot like Street Fighter, some of the joystick motions are



"THIS ELECTRIC BRAIN IS BLOODY BRILLIANT... COOL!"

the same. ie. Guile's sonic boom makes the woman throw a fireball at her enemy! The story goes on about some demon bloke called Gilifformoth (try saying that three times fast!) being banished and to get his revenge he possesses the six best warriors in the land, one of which is



TAKE THAT YOU BITCH... YOU CAN'T HAVE MY LAST ROLL!

your dad! However, you old man realizes what is happening and kills himself (what a mug!) so off you go, Mr. Conan to get your revenge on the Demon Gilifformoth!

The options are the Hero?! (you vs the six warriors and Gilifformoth, and The

Battle?! (One or two players and you can choose who you want to be). The graphics are average and the sound is O.K. The game is played on a selection of backgrounds and a basis of the old 'best out of three' competition. There is quite a large range of moves, ranging from a simple hack to jumping on an enemy and stabbing him in the heart! However, the game is rather easy to complete. Buy Ranma instead or wait for SFII instead!

Video - 76%
Audio - 70%
Playability - 65%
Lastability - 66%
Overall - 68%



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Hat Trick Hero

Super Famicom by Taito - Supplied by Console Concepts/C.E.S.



Onn: I've only played the coin-op of this game a couple of times, and it's quite a good game... although I never understood all the controls, so weren't too good at it...

however, the SF version is a very



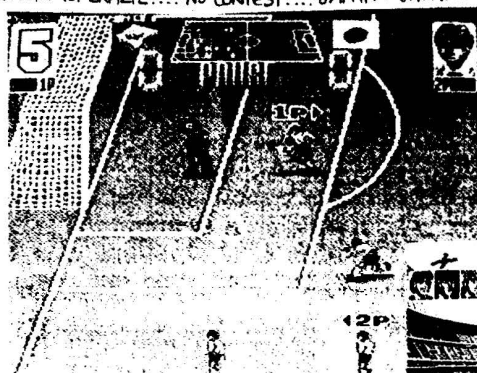
Nick: Most arcade gamers will know this game as Football Champ in the arcades. This game had great playability and some nice

touches. My first impression of the game was that Taito had done a bad job of converting it to the Famicom. However, after playing the game for a while, I found out that it has kept all the playability of the arcade game. You can choose from a selection of seven teams from Germany to Japan. You can choose to play against the Famicom alone, or with a friend or against a friend and you also

have a choice of three different penalty shoot-out competitions. When you start the game (which is played side-

on) a fat ref appears and says 'Kick Off!' (I think, the sampling isn't all that good) and the match

JAPAN VS. BRAZIL.... NO CONTEST.... JAPAN! JAPAN!



good conversion - it looks almost identical apart from the zoom in the coin-op which is a pity, not incorporated here.

However, the game's graphics, sound and playability are all there. You can dribble with the ball, pass, volley, normal heading or diving headers, over-head kick, plus slide tackle and some illegal moves like punch other players... unfortunately if the ref. catches you, you could get the yellow card or your marching orders.

Although the game is rather fast paced in that you can score in a couple of seconds - boot the ball forward, volley the ball into the net, some tactics are required against more difficult computer teams or, better still, human opponents... not to mention sneaky tactics.

All in all, Hat Trick Hero is one of the better soccer games around... but not as good as Human's Formation Soccer.

Video - 85%
Audio - 85%
Playability - 88%
Lastability - 85%

Overall - 86%

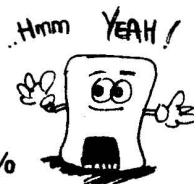


starts.

The first thing you notice is how fast the game is! This game is fast! Another thing is that it doesn't slow down! Your players also have a new thing built into them - energy bars! When your player's energy decreases (via bad tackles) your player runs slower and his shots become less powerful. While I'm on about shots, you can shoot high, low, volley it, diving header it and over head kicks. Another thing is that you can do lots of bad fouls! You can punch, knee, barge and pull your opponent's shirt! The game in one player is easy to complete but in two player mode it improves a lot. I would buy Formation Soccer instead.

Video - 68%
Audio - 64%
Playability - 50% / 80%
Lastability - 40% / 76%

Overall - 55% / 70%



Super Cup Soccer

Super Famicom by Jaleco - Supplied by Console Concepts



Nick: Jaleco's past efforts on the Famicom have been quite simply... CRAP!! I was just waiting for something decent to be made by them and I

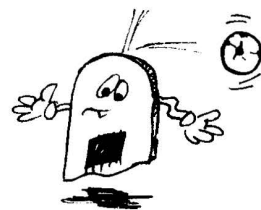
thought Soccer would be it. Well quite simply this is just like their other games.... CRAP!! I was just wishing for a good footie game and I've been let down again. Even though they have tried to make a decent footie game they have failed. They tried to produce something half decent with some nice touches ie. 4 different types of corner kicks and the offside rules. After all, the only thing that really matters is the gameplay and even on two player mode this game is no

fun at all! The scrolling is very jerky and you can score very easily. The only thing you need to do to score is blast the ball up the pitch and let someone tap it past the computer controlled keeper. Anyway, the game starts off with a ball being blasted out of a stadium and guess what happens when you start the game... it comes back down!! O.K. you know how to play footie, so I won't explain how.

Anyway, the graphics are poor and the sound is even worse! The scrolling is very jerky and the radar doesn't help at all. Formation Soccer remains king of the Football games.

Video - 66%
Audio - 50%
Playability - 45%
Lastability - 40%

Overall - 48%

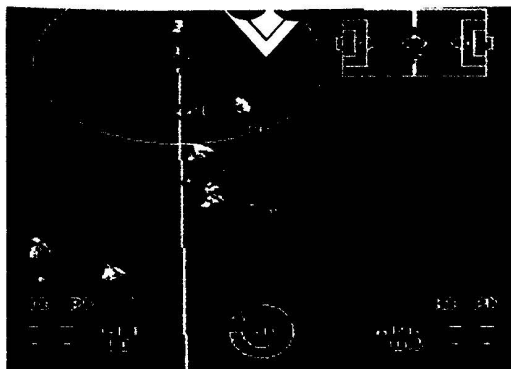




Onn: The obvious question is, is Jaleco's Super Cup Soccer as good as Taito's Hat Trick Hero? And the answer is a small yes, and a Big NO!

Yes, because the graphics are a lot bigger than Taito's game, so they have better detail and animate a whole lot better. A nice touch when the ball falls on your player's feet... he traps the ball and does a jitter and turns... real neat! It also has a 3D, behind the goal view when you (or opponent) boot the ball high at goal. This looks extremely good, and makes the game a lot different.

However, it also spoils the game as trying to get the keeper to save the shot is real tough... and the switch between one view to the other and vice versa stops the play



HITLER GOES IN WITH A SLIDING TACKLE!

and is rather annoying at times.

The game features a ton of moves, controlled with all the buttons, so a tad better than Taito's game of only two button control - however, some of the moves are rather useless at times.

If you don't go for the fast high ball to score from the penalty box,

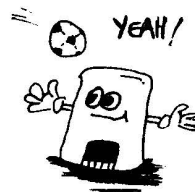
scoring any other way is near impossible as the keeper gets to just about every ball.

The game also has the off side rule, which is a real pain if you select a certain formation.... boot the ball up field.... "OFFSIDE!"

All in all, Super Cup Soccer is not a bad Soccer game, it is fairly playable against another human opponent (too difficult in a one player game). However, I prefer Taito's game as it's a lot more playable... more ways of scoring! Although Super Formation is still the best!

Video - 85%
Audio - 80%
Playability - 75%
Lastability - 70%

Overall - 70%



Super Kick Off

Gameboy by Anco/Imagineer - Supplied by Console Concepts



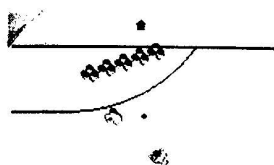
Onn: Kick Off 2 is one of the best soccer games around - if not the best (although I prefer playing Player Manager.... I love it when I have the ball, take

it down the wing, cross it into the box, and one of my players runs in and hits it into the back of the net... real team work... like my computer controlled players knows what I'm doing!).

So, when I saw this version for the gameboy, I was anxious to play it, although looking at the cover of the box - I was extremely disappointed that you couldn't link it for a two player game... with that - half the playability is gone!!

On switching on, you have all the options (minus the two players of course) of the computer versions - play a single game, world cup, and change the setting ie. after touch, weather conditions, pitch type, referee, and so on. Things are looking up!

But when you get down on to the



04:56

FREE KICK... HIT 'EM IN THE GOOLIES!

turf, things start to go down hill. The graphics and sound are okay for a gameboy game (well, they weren't awe-inspiring on the other versions), and the scrolling, which I thought would be a problem, is amazingly fast and fairly smooth.

The thing that lets it down however is the playability... and the fact that, there isn't any! This is not because you don't have all the moves of the computer version, as you do - you can still trap the ball, head it, kick and curl the ball etc...

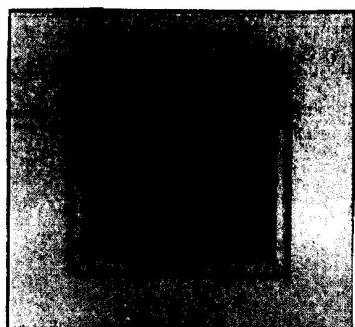
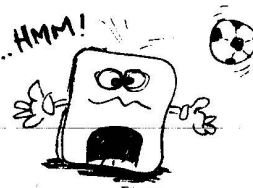
BUT, you just don't have the players!!! It's like having three in your team, and eleven on the computer's

team!! Kick the ball up field, and there is no Gary Lineka goal langing in the box, but three or four computer controlled defenders homing to the ball. When the computer attacks... your defense seems to have signed a transfer to Italy! And to top it all, your goal keeper is as thick as Benny of Crossroads. When the computer striker heads towards your goal... your keeper runs out to the six yard box - stops - and watches the computer chip the ball over him and into the net !!! What a spastic!! You can almost hear him say "Oh... look at that lovely round ball up in the sky... oh... it's gone into the net!"

As you can see... I love Super Kick Off.... it's so brilliant, I'm thinking of buying four more copies to mount on my wall! Believe that, and you'll believe I think the GX4000 is the best console!

Video - 70%
Audio - 60%
Playability - 55%
Lastability - 30%

Overall - 50%



SELECT THE STYLE OF CORNER KICKS

ERRETA
APPARENTLY STREET
FIGHTER DOES NOT
HAVE AN EXTRA SOUND
CHIP AS STATED IN THE
SECTION! Oops

Final Fight Guy

Super Famicom by Capcom - Thanx to Yat for the Game!



Onn: Okay, this is basically the original SF game, but Capcom have replaced Cody the Street Fighter with Guy the Ninja (better if he had a few

shurikans to throw!), better presentation, easier game, and a music CD included! The CD contains a few tunes from the game... not that great.

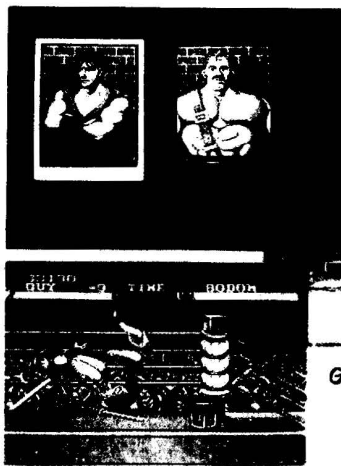
Considering Cody is the best character in the game, and Hagar is the worst, having Guy and Hagar wasn't a very good choice to stick on the cartridge... better with Cody and Guy. Guy has some advantages and some disadvantages... he's fast and has the ability to bounce off walls, but is weaker and can't hold knives to

stab people with.

The game is easier because hitting objects sometimes reveals extra lives and invincibility icons which last for a few seconds. Some places are easier too... where the original had two Andores at a certain place, on Guy, you have one Andore and another guy. But everything else is the same in sound and graphics (there are a few changes like Roast Chicken and Sushi) and some

colour changes... ie. Andore in a cream vest, etc.

So all in all, Final Fight Guy is not worth wasting your money on if you have the original. If not, then buy the original as Cody is better than Guy.



GUY OR HAGAR... NOT A GREAT CHOICE!

Super Off Road

Megadrive by Accolade
Thanx to Paul for the Game



Onn: Okay, I reviewed this game for the Super Famicom some time ago, and this version for the Megadrive from Accolade unfortunately, doesn't live up to the

some near impossible to get round and to come first, some very hard to tell where exactly you are suppose to go, and others are just too easy to fall off the track!

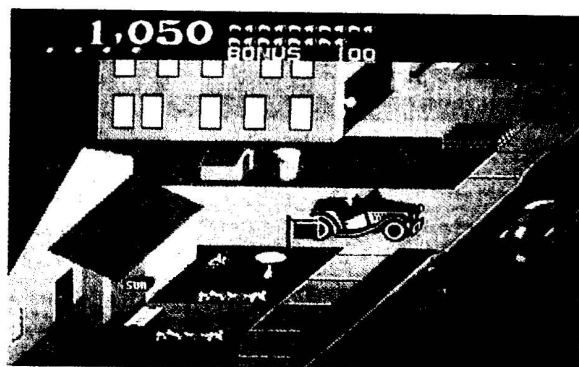
Overall, Super Off Road is not a bade game, but not as good as the SF game and not any better than other computer versions apart from the rather sexy graphics of the hostesses.. one of which looks like Aneka Rice! Worth checking out, but not an essential purchase.

Video - 80%
Audio - 75%
Playability - 70%
Lastability - 70%

Overall - 70%

violent... well.. not really!

As the game goes, it's identical to the coin-op in all aspects.. the graphics are the same in layout and look, and animate very well. Sound - has the same tunes and sound effects,



THE CLASSIC PAPERBOY... SEVERAL DELIVERIES WITH SUNDAY TIMES!

Paperboy

Megadrive by Tengen
Thanx to Paul for the Game



Onn: Paperboy is one of the classic coin-op games because it's one of the few games that's played in isometric view, and used handle bars to

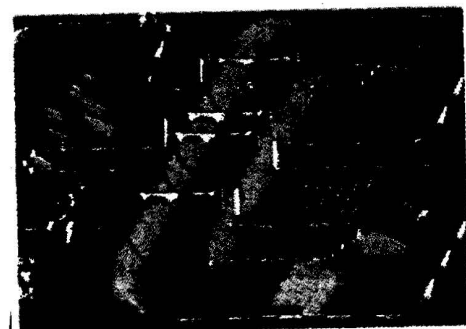
steer your bike... it's also non

however, there are a lot more speech in this version... in fact, it seems each time you crash into something, the kid makes a remark.

Overall, Paperboy is great if you like the coin-op game. Me, I really liked the game at first, but after a few goes, it gets a bit tedious. It's also rather easy, survive the week is all you need to do... something Atari games suffer from - like Marble Madness. Only one for the fans!

Video - 88%
Audio - 75%
Playability - 85%
Lastability - 50%

Overall - 78%



SUPER BOUNCY OFF ROAD...

Nintendo game.

Firstly, the size of the cars are real small, at times, you can't tell if you are facing one way or the other, which is a real pain as you head in the wrong direction. Secondly, the car bounce around too much and is less controllable than normal!

Thirdly, some of the tracks are designed badly, and are ridiculous...

STREET FIGHTER II

By YAT

INK BY ONN



YOU MUST DEFEAT SHENG
LONG TO STAND A
CHANCE!



Oh YEAH, RYU.
LET ME CHALLENGE
YOU.

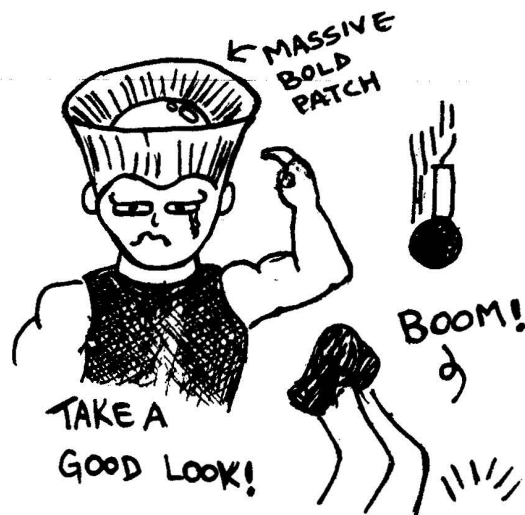
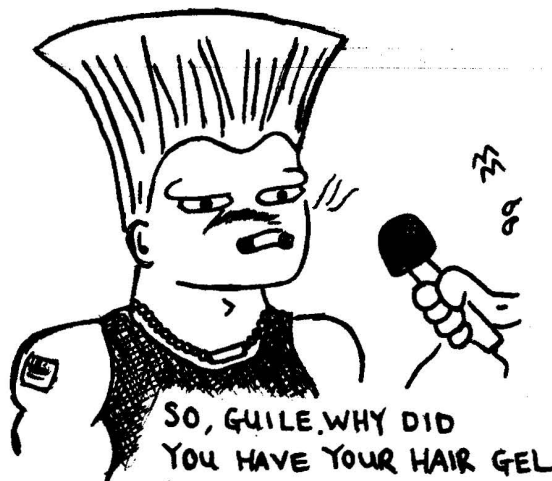
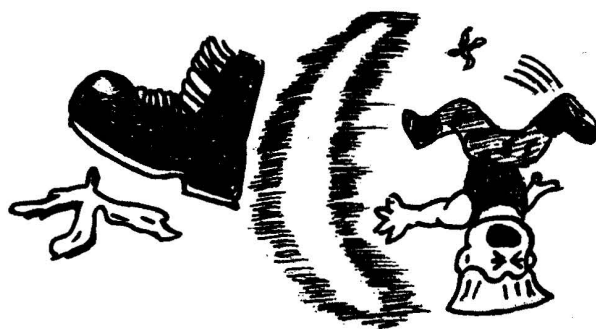
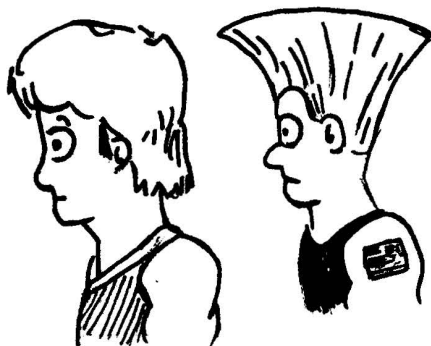
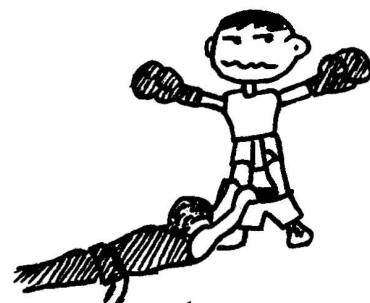
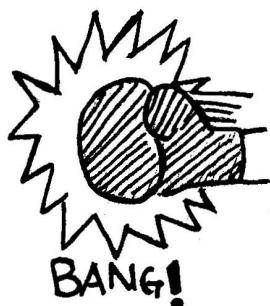
O.K.!

ROUND 1

FIGHT



CHEAT MOVE



← MASSIVE BOLD PATCH

BOOM!

ALTERNATIVE MEDIA

I haven't talked much on Game music CDs in the past few issues, so here is a column of what's available.

Neo Geo music fans can now get their hands on "Last Resort: The Battle of Destiny" from SNK. As you might have guessed, the CD contains all the tunes from SNK's latest shoot'em up game... and the game has some pretty neat tunes! Cost: Y2800 = £6.50

Konami have two on the shelves - "Midi Power" - this is a collection of X68000 midi music produced by Konami and includes hit classical tunes from Parodius, Gradius 2 and Twin Bee.

Cost: Y2800 = £12.

The other title is "Dracula - New Classic. This is another title based on music from their game Dracula (Castlevania) but in a Classical theme.

Cost: Y3000 = £13



DataEast has also just released the music to their coin-op RPG "Dark Seal II". As I have not seen this coin-op, I can't say if it's any good or not! Cost: Y1500 = £6.50



If you like the music from Human's two sport games on the Super Famicom - Super Formation Soccer and Super Fire Pro Wrestling, then Human has just released a

music CD with music from both games called "Human Super F2". On the EMI label, but I can't say I'm a fan of Human music!



From Namco, there's the music from the amazing 3D coin-op Star Blade.

Cost: Y1500 = £6.50

And if you have an NTSC Video and TV, you can also get videos of Video games.

Namco has just released a video of their totally awesome arcade coin-op game Star Blade... which I have to say is one of the best coin-ops I've played using mega fast polygon routines to produce a Star Wars/Battlestar Galatica style simulation. Mega!!

Cost: Y4900 = £21



If you are into Anime (japanese cartoon animations), then soon to hit the streets of japan (18th July) will be "Silent Mobius - The



Motion Picture Part 2". If you don't know about Silent Mobius - it's based in the future - Tokyo 2028, about a space police squad of six called AMP, all of them being female. Cost: Y9800 = £43

Fashion

As video games get real popular, the fashion industry have been dishing out un-official T-Shirt, Sweatshirts, etc. with famous characters on them including Mario and Sonic.



Over in japan however, you can get the official stuff, and the cost for them are pretty high - an official sweatshirt with Mario varies from £30 to £40!!!

I think you should stick to the unofficial ones!!

Jordan Vs Bird

Megadrive by Electronic Arts - Reviewed by Tim Oderemi of Newark

Jordan vs Bird is E.A.'s third basketball game (Celtics vs Lakers and Bulls vs Lakers are the other two (Check out next issue for full review of Bulls vs Lakers, Arch Rivals and David Robinson's Supreme Court Basketball!!!) under the E.A.S.N. Banner (Electronic Arts Sports Network if

you didn't know!). It is different as it doesn't have teams, just "Air" Jordan vs "Birdman" in a super one on one contest.

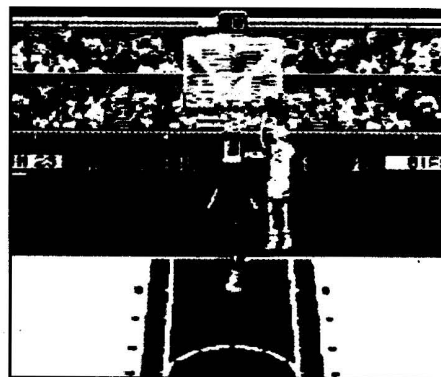
The first event is the one on one. There are two versions of this event (timed, scored). In one player you can choose to be either Jordan or Birdie against the computer. There are four skill levels, from Nancy boy to Pro and you also can play arcade (your player never tires) or simulation (your player becomes knackered pretty fast). It's a bit boring in one player but more fun in two player.

Then there's Larry Bird's 3 point shoot out, where Larry takes six shots from five different places on the court and to get as many points as possible. Yet again, boring in one player, but fun with up to four players against each other.

The last and best event is "Air" Jordans Slam Dunk contest. On this you can also have four players battling it out to see who gets the most slam dunks. These slam dunks are most impressive. My favorites are the Helicopter and Fly Swat (The amount of time Jordan spends in the air is unrealistic, it must be those boots!!).



Tim: I have Played the other E.A. Basketball games and liked them a lot. Jordan vs Bird is good, but lacks one important thing - 'Depth'. The graphics range from poor to good, but the ball movement is realistic. The sound is average with just a few samples and a few rather crap tunes (no Rob Hubbard stuff in sight). The game is fun with friends but you can't expect them to live with you to get the most from this game, you will want to play this game by yourself and in one player, this game isn't up to much. Everything is so easy,

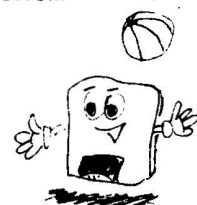


ORIGINAL ONE ON ONE. BIRD VS JORDAN. BUT NOT LAST YEAR IN THE EASY GLASS LINE ON THE COURT

even when you pump up the difficulty level. To be honest, I would buy 'Bulls vs Lakers' it's much better, depth wise, and keeps you playing, and it's two player and it's the same price aswell!

Video - 78%
Audio - 70%
Playability - 82%
Lastability - 65%

Overall - 74%



LARRY BIRD'S POINTER - GET THAT BALL IN THE BASKET!

WHICH CONSOLE IS FOR ME?

Many people have asked which console they should get although people who has consoles alway seem to suggest that their console is the one to get. However, if you look at the best games on each machine, each console follow a trend.

The Super Famicom: This machine is certainly becoming the machine to get if you are a beat 'em up freak... what with hit games already for it including Street Fighter II, Ranma, Battle Blaze, Final Fight/Guy, and soon to come - Turtles IV, Golden Fighter, Super Double Dragon, Astral Bout, and lots more!!

It's also becoming a machine for Role Play Games. Even though the Megadrive has been out a year or so before the S.F., there's more english RPGs on the SF than the MD inc. Zelda, Final Fantasy II, Dragonball, Ys III, Lagoon.....

The PC Engine: This machine is tops for shoot 'em ups - what with GunHed, Gradius, Salamander, Super Star Soldier, Image Fight, Super/Darius/Plus, Raiden, Parodius...

It's also mega for arcade puzzle and multi-play games Spin Pair, Splash Lake, BeeBall, Bomberman, Motoroad I/II, Tennis, etc...

The Megadrive: And this console is tops for arcade adventures - Sonic the Hedgehog, Super Shinobi, Shadow Dancer, Kid Chameleon, Donald Duck, Mickey Mouse, Robocod, Taz Mania, Terminator,

And also arcade and sport simulations - Desert Strike, Super Monaco GP, Road Rash, John Maddens Football, etc...

As for Handhelds... the Gameboy is the only one to get... the Lynx and GameGear are seriously lacking in decent software, and with a low battery life... not exactly portable!!

So there you have it... pick your style - get you console!!

NEWS:

Soon to hit the Neo Geo will be Art of Fighting. As yet, there are no information on this mysterious beat 'em up, it looks likely to be the sequel to Fatal Fury, as completing the original, it mentions another challenge to come. More on this in future issues... not to mention a full review!

After Last Resort, the next shoot 'em up for the Neo Geo will be Andro Dunos, a very good looking blaster with more weapons than Rambo on a camping trip. Certainly looks like one to get hold off.

Aswell as Baseball Stars 2 (which is a great improvement over the original - so you can expect a brilliant game), and King of the Monsters 2, Sengoku 2 is also in the works!

And lastly, SNK are working on a title called View Point. No information have been given about this game either, but it's suppose to be a 3D game as you zip into the screen... using all of the Geo's special hardware to the max. One to look out for!

Sneek Peek:

Just released in Japan for the Neo Geo from Alpha Denshi is Ninja Commando.

At first, the game looks like all other previous Geo's beat 'em ups (Burning Fight, Robo Army, etc.) but is in fact an up screen Commando style game. The difference is, ofcourse, instead of american commandos, you control young ninjas, up against egyptian warriors, barbarians, evil ninjas and samurais, etc.. As you expect too, there are lots of items to collect, plus some mega bosses to kill including a couple of fat sumo wrestlers, a mad warrior with a giant axe, and a gruesome Orge.

The game, like Fatal Fury, has some special moves too for ninja magic.. ie. Down, Down-Right, Right and button A for mega laser beams. Although there are some ridiculous moves... ie. Up, Down-Left, Down-



NINJA COMMANDO ON THE NEO GEO!

THE NEO GEO PAGE

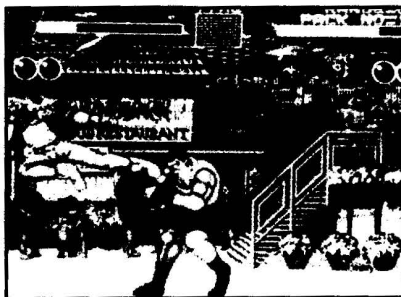


Right, Up-Left, Up-Right, Down and A!

Review: Fatal Fury
Supplied by Krazy Konsoles
Reviewed by Ben and Dan Jackson

A decade ago, a martial artist named Jeff Bogard was mercilessly killed by a vicious crime boss named Geese Howard in the annual 'King of the Fighters' tournament. Now, ten years later the 'king of the Fighters' tournament is ready to take place once again with three new fighters, two of which are Bogard's sons, Terry and Andy. The other, Joe Higashi the kick boxer, is there just for the glory. Can you defeat Geese, avenge Bogard's death and become KING OF THE FIGHTERS?!

FATAL FURY



DJ: Basically, Fatal Fury is hotter than a curry in a sauna. It 'borrows' a lot of ideas from Street Fighter 2 and plays exactly like the aforementioned classic. All the characters have some really spectacular moves including the usual bog-standard punches, kicks, flying-kicks and throws right up to spinning neck chops and energy blasts. Every two fights or so you go for a quick shot on one of those arm wrestling machines found in arcades which is a break ,

but can get tedious after a while. The graphics are absolutely superb with no slow-down even three characters on screen. The sprites are large and are extremely well animated. On the sound-side too, this is a treat for your lug-holes. On the cafe level, the whole music is sampled making a brilliant show off piece to your mates. This ranks as the second best Neo' game in my book!

Video - 93%
Audio - 94%
Playability - 94%
Lastability - 89%

Overall - 93%



Ben: I wasn't too crazy on Street Fighter 2, mainly because you had to put loads of cash in before you got anywhere. Fatal Fury though is a lot better - at least in that it does not cost me anything. There are not as many fighters as in SF2, and I much prefer smashing in a car to crappy arm wrestling, but FF is still a top game. As with all fighting games, plug in a second joystick and the lastability doubles. An excellent game ranking alongside Nam, King of the Monsters, and Soccer Brawl.

Video - 93%
Audio - 90%
Playability - 92%
Lastability - 88%

Overall - 92%



Round-Up - part 2

Soccer Brawl: Soccer Brawl looks like a well ace game, and it is.. in fact, one of the best on the Geo. The game is a futuristic soccer game with lots of special effects. Apart from the speedball like graphics of the players, the game has similarities to it too. At first it plays like ordinary soccer, as you can dribble

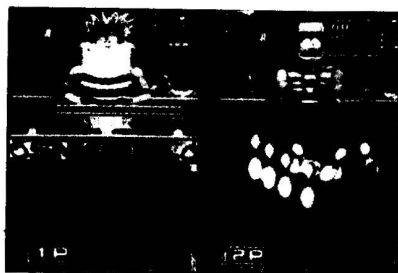


SOCCER BRAWL

the ball, pass, shoot, head the ball, etc... BUT not only that, your players can fire laser beams to knock out opponents when you don't have the ball, or when you do have it, beam up and go for a super shot. Depending on the team you pick, you can kick the ball a mega rocket speed knocking out opponents in it's way, or a super curling shot - great to whip pass goal keepers! Each team also have a special player with extra special power too!

As a soccer game goes, Soccer Brawl is great fun, especially against human opponents. One of the best Geo games around... check this out now!!

League Bowling: Ten-Pin Bowling on the Neo Geo, and this is one of the best simulation of the sport (sport?!) around... a par with Access' brilliant Tenth Frame. The game features a host of options, and with one or two players.. (even 3 or 4 players simultaneously with link up), it's great fun. The game is very easy to play... which,



unfortunately becomes very easy to get a strike, or even the spare with enough practice. As playing against a human opponent doesn't interfere with each other's bowl, it's not as playable as say soccer, or baseball. All in all though, League Bowling is a good game, and worth checking out... especially if you can get very cheaply!

Senkengo: Many people have said this is one ace game, so I was very surprised to see it's basically another of the SNK repeat beat/slash 'em ups, but with different graphics, etc.

As mentioned, the game's a beat 'em up... your bloke treks forward and bash those baddies with hands and feet! Taking out the bad guys occasionally leave colour orbs behind, which if collected boost your power, either making you invincible for a few seconds, gives you a sword (or two), lets you fire plasma bolts or energy, etc. The game is rather wierd as you warp from Earth to heaven, and to hell and meet up with strange people. As usual, get to the end,



Sengoku

and you have to beat up a rather nasty boss requiring a lot of hits.

Overall, Senkengo is not a bad beat 'em up, probably the better of the bunch, but still not as good as Final Fight! □

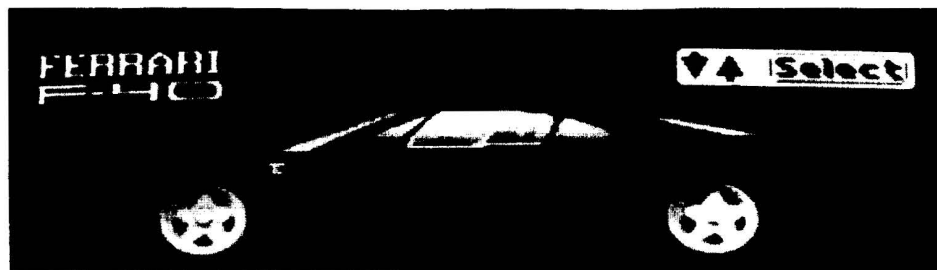
Test Drive 2

Megadrive by Accolade - Thanx to Paul for the game!



Onn: The original Test Drive game was a pretty ace game when it was first released some years ago... a 3D driving game with neat graphics. But times change, and when the sequel was released, it was a rather average game - same old formula but ability to change your and opponent's car and scenery.

This version for the MD is the same as the computer version, but with only a choice of three cars and



scenery. The gameplay is the same you must get to each of the check-points (gas station) as fast as possible or you'll run out of gas!

Getting to each check-point is pretty difficult - you have to overtake cars (what out for cars coming the other way!), winding cliff roads, real tight bends, oil and other obstacles on the road... and the police.. go too fast and they will chase you!

The presentation graphics are excellent with detailed drawings of the cars, etc.. but the in game driving is rather

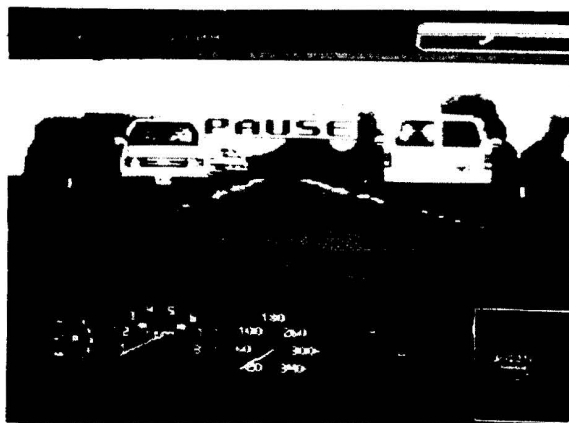
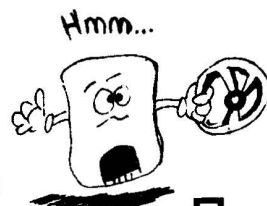
poor with very little detail and not too good 3D move- ment. It's also slow... when you are suppose to be driving at around 200km/h in your Ferrari.. you might aswell be in a skoda with a

GX4000 as the engine, although sound isn't too bad. Driving isn't very realistic either... and the old 'drop off the cliff' bit is as bad as the computer version.

Overall, Test Drive 2 is an okay game for a couple of goes on each of the cars and tracks, but after that, I wouldn't likely play it again. I'm not a fan of the game as you can see, although a few of my friends were hooked on the Amiga version... getting the extra scenery disks and all... Hmm.. whatever taste you have I suppose!

Video - 80%
Audio - 75%
Playability - 70%
Lastability - 60%

Overall - 70%

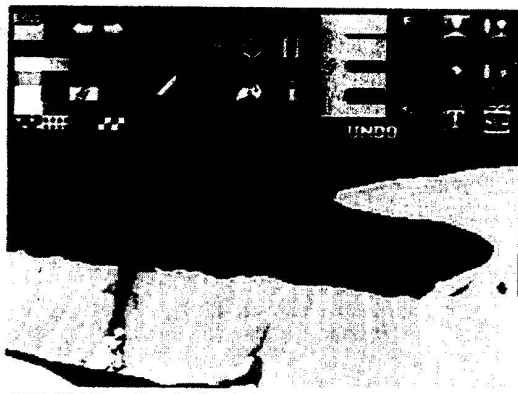
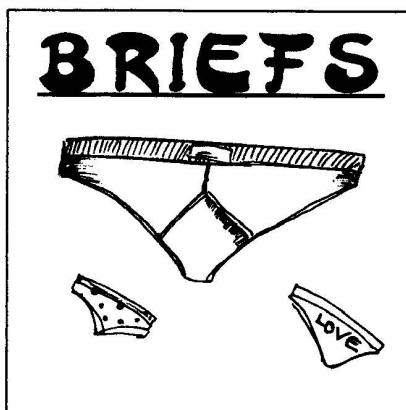


ART ALIVE

Megadrive by Sega US

Art Alive is an art package for the Megadrive, and I have to say, this is the most stupid thing I have ever seen. Okay, it lets you doodle about on the TV screen using most of the usual command icons available in packages like Deluxe Paint... Draw lines, Circles.. Spray Can, Boxes, fill, etc.. plus text.

Aswell as having the ability to draw, you can also use animations available in



ART ALIVE... NOT SO ALIVE !

the package. Have Sonic the Hedge hog run across the screen, of Toejam and Earl strutting their stuff, or use the characters as static objects for your masterpiece.

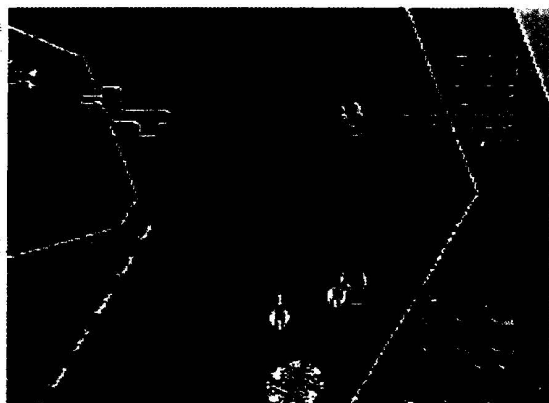
But the worst thing about Art Alive is that, you can't save out your drawings.. meaning a total waste of time... unless of course you wish to hook it up to your vide recorder!

Art Alive is also s-l-o-w... the fill command takes ages to fill in a large area... as fast as Koala paint on the C64!

Overall Art Alive should be avoid at all cost... if you want to draw, you're better off spending money on some art paper, paints, pencils, etc...

Super F-1 Grand Prix

Super Famicom



F-1 GRAND PRIX

BRIEFS

As you already know, we've already reviewed this game on the Megadrive some time ago, and it was one mega tough game... near impossible to qualify in a race... never mind actually racing in the real thing!

The Super Famicom version is just about the same game, apart from one major difference.. it uses the machine's mode 7 rotation for the track movement. This makes the game even more harder than the original, and although it's mega smooth and fast, it doesn't look too hot as you car is like stuck in the middle of the screen while everything moves around it...

not very realistic!

As the game goes... I can't say I'm a fan of the original game... so, as this version is worst... I can't recommend F-1 Grand Prix... stick with the more highly playable Exhaust Heat... and soon Super F-1 Circus!

John Maddens Football

Super Famicom by Electronic Arts

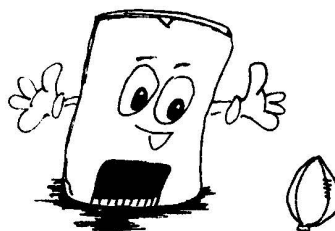
John Maddens Football is one of the best American footie games around... only better'd by the sequel ('92). So you'd think that E.A. could bring out the SF version as good as the original Megadrive game... but not on your life.

SF John Maddens is an awful conversion. If you've never seen the MD game, then it would be an ace game, but compare the two, and you'd think the SF version was running on the Atari ST but full screen!

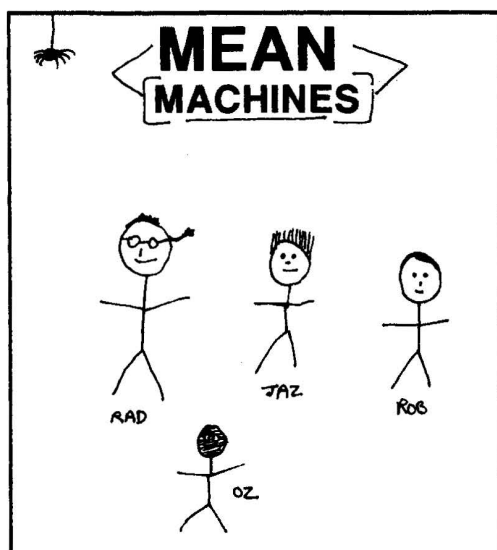
Firstly, the rather cool title music has been strangled and now sound awful... the presentation graphics aren't as slick either, and the in-game ones are even worst.. very blocky backdrops and sprites. Even the neat pitch on the MD has been turned into single green colour, and the scrolling jerks around terribly. The menus are really plain... again looking like an Atari ST screen... and the play... it's okay, but there are some bugs in the game. A lot of the time you can run up field with the ball, and a pack defense hits you... They stand all around you with hit noises and grunts for a few seconds, but nothing happens... then suddenly you are downed?!

The sound FX and speech are not that hot either... sometimes not in sync with what's going on.

Overall, it looks like EA wanted the game to come out quickly and just knocked this together in a week or so... with a bit more effort, it could be great, but as it stands, John Maddens Football is not really worth getting... unless you can't live without playing American Football. If you are one of these guys.. then you should get yourself a Megadrive and a copy of J.M. '92 instead!!



As Mean Machines is one of the most popular console magazines around, due to the fact that 99.9% of thier readers has yet to clasp their eyes on E.B., we have decided to save you buyers of the rag money by printing the entire mag on this here one page. Each time you have the urge to buy the latest copy of M.M., all you have to do is read this game. and save yourself £1.75... you'll never have to buy M.M. ever again!



Naff picture of gang sent in by reader

Get the Ultra Naff MegaTech T-Shirt or even worst - the Mean Machine T-Shirt



Subscribe to MegaTech or Mean Machines and Save Money. Don't buy either and save even more money!

Tips:

Most already appeared in E.B. yonks a go, or are not much cop. Only the occasional good one from a reader, plus tips for games never mentioned or reviewed before.

SOD ALL ON HAND HELDS

UK'S No. 1 CONSOLE MAG - WHO ARE WE KIDDING!! WE'RE CRAP!!

MEGA IMPORT ROUND-UP

WE'VE HAD A LOT OF GAMES SENT IN BY CONSOLE CONCEPTS OF STOKE (0782 712759) BUT THEY WERE ALL CRAP, SO WE HAVEN'T BOTHERED TO REVIEW THEM!!

SUPER 400M/50MHZ/CD-I ADD-ON

Rumours are that the guys at Nintendo has come up with a super add-on board for the Super Famicom called the BIG-N. It has 400megs of RAM, a speedier processor running at 50Mhz and a CD-I compatible drive. More on this in future issue. These are rumours mind you!

Q+A STUPID HEADING

Dear Jazza,

Please could you answer these question... and please, please, please, print this letter, and can I have a free T-Shirt!

1. Which, in your own opinion is the best game around!
2. My mates thinks all consoles are a pile of shit. Please put them straight!
3. They also think Mean Machines is crap!

A. *Nerd, Unknown.*

JAZ: No, you can't have a T-Shirt, get loss!

1. Eerrmmm... I really have to rack my brain on this one... but it has to be I think... Street Fighter II.
2. Tell them they are right Pillocks! I'm one too!!
3. They are right!

SOME REVIEWS..... SOME OLD GAMES IMPORTED YONKS A GO, AND SOME NEW FROM SEGA, E.A. OR U.K. HOUSE

A LOAD OF BULL

NEXT MONTH

EXCLUSIVE REVIEWS, MASSES OF LETTERS, STUNNING PREVIEWS, LATEST NEWS.. BASICALLY WE HAVEN'T A CLUE WHAT'S IN THE NEXT MONTH'S ISSUE!!

ASPARAGUS TIPS

CONTRA (SE)

As mentioned last issue, here's how to get a few extra lives, etc. on this brilliant game. Unfortunately, it's very difficult to do... but keep on trying!

For 30 lives, on the title screen, you have to press Down, Down-Right, Right, and press START. If you do this correctly, you'll hear a sound... if not try again. This is a hit and miss affair, and best if you hold pad in Down-Right position and waggle around then press Start!

For Stage Select, do the same, but it's Down, Down-Left, Left then Start. Again, you should hear a sound if activated.

A lot easier to do is the Sound Test. Again, it's Right, Down, Right-Down, but press 'X' instead. This is best done by tapping 'X' while wagging in Right-Down position.

Super Vally (SE)

On the title screen, do the following for the Stage Select screen: Up, Down, Left, Right, Up, Down, Left, Right, Up, Down, Left, Right, Select, Select, 'Y', 'B', and Start.

Vally - The Legend of a Fantasy Soldier (DC)

This is for the newer Super CD-Rom game. For the Stage Select, sound test, etc. menu... on the title screen, do the following: Press Down, II, Left, Left, Down, II, Up, II, Up, Left, Up, Right, II, Right, Down, I, Right, Down, Down, II, Down, Up, I, Up, II, Down, I, Up, II, I, I, Left, Up, I, II, Down, Up, Up, Down, Select. Phew!!!

Ranma (SE)

When playing in two player mode, have you ever wanted to play the same players against each other? Well, you can, when one player selects one character, the other player should select it too, but hold down the top 'L' and 'R' buttons down aswell!!

Also, on the title screen where you select your game, when you select, hold down the top two buttons aswell, and you bring up another menu letting you choose the extra bonus round characters!!

If you want more credits for the single player game, go to the option screen, and point to Credit. Then press the Select button ten times for 50 of 'em!

Also, if you find the single player mode rather easy, try Yokde mode! On the option Mode screen, when pointing on LEVEL, press 'L', 'R', and Select button.

Exhaust Heat (SE)

On the name entry, enter 'CHECK' for the CPU&PPU status screen! Interesting eh?!

Smash TV (SE)

Here's some tips to get you level select, Lives and credits, plus the Sound Test.

On the screen where you choose One/Two players and Skill level, for Level Select: Press Right, Right, Up, Down, 'R', 'L', and Start.. and you should have the Circuit Warp!

On the same screen, press Down, 'R', 'L' and Up for the Lives and Credit screen.

And on the same screen, press 'L', 'R', 'L', 'L', 'R' for the Music/Sound Test.

You should hear a different sound for each of the set of moves you make. ie. Bingo! for the sound test.

SECRET ROOMS: There are secret room on level 1, 2 and 3 of Smash TV, and they are located as follows... Right of Total Carnage room on level 1, Right of Buffalo Herd Nearby room on level 2, and Right of Secret Rooms Nearby room on level 3. Just go to these rooms, and when you complete them, instead of moving out through the top doors, move and push right and you'll go through the wall! To reach the Pleasure Dome, the level after Evil M.C., you must have 10 keys by the room right of 'Almost Enough Keys' room... so don't miss those keys! Each of the secret rooms and Pleasure Dome contain a question mark. If all five icons are collected, the game will display a special ending and restart at twice the normal speed!

Golden Axe 2 (MD)

For over 200 Magic units, press and hold button A when fighting the boss on any stage - don't let go of A until you defeat him, and enter the bonus screen. Release A, but do not hit any wizards to take any magic books, wait until the next level, and you'll have tons of magic!

For level select, when the game starts, hold A, B, C and Start. Release B and C, but keep A held down. Go to the option screen and press B and C at the same time to enter it. With button A still held down, go to Exit and press B and C again. Choose you number of players with B and C again, and again to choose a normal game. Then, with A STILL held down, select your character, hold UP on pad, and press B and C and START together... you can now select your level... using A and B. Phew!!!

Robocod (MD)

On the title screen, hold down A, C, Down-Left and press Start... and when the screen blanks out and the music starts playing, let go of the buttons to enter stage select and sound test!

Steel Empire (MD)

For round Select: First go to the Option screen. Pick Sound Test and play sound 1 twice, sound 9 once, and lastly sound 2 once and 'Round' will appear underneath Exit!

For 99 lives, enter the options again, and on sound test, select sound 65 - play it (although you won't hear anything. EXIT, and when you start - 99 lives!!

For maximum level power-up - Select a Stock of 3 and Credit of 2, and play sound 77. When you start the game, press button 'B' on pad 2 to increase your level power!!

And for 99 bombs... on the screen where you pick which craft you want, on pad 2, press C, A, C, A, Start, B and you will hear a noise. Now pick a craft, start game, and you'll have 99 bombs!

Note: Once you have activated the above, each it stay on even on reset... so you can have all the above at the same time!!

Super Mario World (SF)

Okay, I've printed this tip before, but as many people have wrote in to ask if I had any tips on this game (a few NEW official SNES owners... EEEekkk!!), and the amount of crap tips I've seen in other mags - namely returning to a level to pick up the extra life from the fisherman in the cloud... this is a better tip!

Go to 'Vanilla Secret 2'... if you can't find this, then why bother playing the game!!! This level is full of bouncing winged turtles at the beginning! Go forward, dodging the turtles (don't kill 'em)... and it's best to complete the level first, so you can return whenever you want from half way point. From half way point, move right until you reach an area with a whole lot of spiky turtles and four yellow blocks above. Move to the edge, and headbutt the second block and a 'P' block will appear!! Jumping on the P block will change all the creatures to grey extra life coins. But do not do it here - remember all those bouncing turtles at the beginning?! Pick up the P, run back with it until you see the bouncy turtles... drop the P, jump on it, and run like mad left and collect all those coins for extra lives... you can get around 50. Once done... you can exit level, return, do it again, and get a maximum of 99 lives! Each time you are running short (?!?) you can return!!

The Addams Family (SF)

For 100 lives on this game... and you'll need it - on the password entry - enter '11111'.

However, if you're not that much of a cheat, on the continue option screen, moving left pass the continue door, there's a room with four extra lives... so you start with 9.

Also, if you wait and watch the demo, and Gomex picks up a powerup - you can start the game at this point and you'll have the power up too!!

Super Raiden (DC/Super CD)

Like the card version, you can hit Start when the continue count is '0' to get weapon icon on the screen when you restart. And for 6 credits, instead of just press I and II, press Select aswell!

Forgotten Worlds (PC/Super CD)

Not sure about this one as I don't actually have the game as yet, but on the title screen, if you press buttons I and II and both pads (1 and 2), you can get two extra options - Mix play and Options.

Spriggan Mark 2 (DC/Super CD)

Another CD game I haven't got yet... so I won't give you many tips on this... see next issue! But hopefully this will work. When in Demo mode (I think), press I, I, I, Up, Up, Up, Down, Down, Down, and press Select three times... and hopefully, you'll have two tiny little screens!!

Terra Forming (DC/Super CD)

Yet again, another CD I have yet to get... more tips next issue! On the title screen, press the Select button 7 times for stage select!

RAPPIN'

Got problems, maybe we or one of our readers can help? Or if you wish to just put your view across... get writing in... remember, the fanzine is produced for you the readers!!

HELP SF!!

1. Goeman - I'm not sure of the level. I've come across a king on his throne - what do I do?
2. Soul Blader - Level 2 - How do I cross the water on the raft and how do I reach the treasure chest?
3. Zelda 3 - having found the princess, where do I take her?

Andrew Giles, Berks

1. Go out side, and there are some tiger/lion statues on both side. Hit the one to the left and you're into the arcade section. Hit the others first to get extra items!
2. Errmm... can really help you here... you just have to talk to people to get on to the raft... exactly what you have to do is beyond me! Until the US version appears. Chest?! Any ideas readers?
3. If you mean the first bit, just take her to the throne room, push the board back from the left to reveal secret entrance. If you mean the girl in the other dimension... you have to first go upstairs to the far right, drop a bomb, pick it up and throw it at the cracked area to blow a hole in the floor so light filters down to the room below. Then rescue girl, lead her to the room below, and... well...

CONSOLE COPIERS!

Many people have asked about copiers for the consoles. Here are some info. on the most asked questions.

Cost: This depends on the copier you buy... from around £100 for a Megadrive only one, to £300+ for the Multi-game Doctor II with all the accessories. These prices are for Hong Kong only... so import them in, and you'll have to probably slap on 17.5% for VAT, and then there's import duty.....

Compatibility: None of the copiers are compatible with each other's brand as such. But - I believe, if you have a IBM PC (compatible) there are programs to convert them from one sort to the other... ie. Magic Drive format to work on the Multi-game Doctor II.

Save Games: On the SF and MD, some cartridges have back up memory for saving game positions etc. The copiers have extra ram too, so you can save it to this memory too. You can also save the ram to disk for permanent storage!

Reliability: All the units we have seen are pretty reliable... and copies most games. Ofcourse a few games just won't be touched! ie. on the Megadrive using the Magic Drive, you can not copy Turrican or Wonderboy V. And of course, the quality of your disks are another factor!

CD-ROM: The Mega-CD seems to work okay with the Magic Drive, and as for the PC Engine copier (Griffin), normal CD games work okay, but the Super System Card isn't compatible, so you'll have to remove the unit to get it working!

GOEMON 2?

In the box I got with Goemon the Warrior, it said something about Goemon 2 in space! It had a date but I could not understand it. Is it going to be released soon?

Oliver Rainbird, Kent

I think the game is already available, although I can't confirm this, but it's not for the Super Famicom, but the 8-bit Famicom (NES).

BRAIN SPORT

**GX4000 THROWING CONTEST
ADMITTED IN OLYMPIC GAMES!**

GAZZA'S LYNX OP!!



Paul Gascoigne has passed his fitness test with flying colours and has joined big club Lazio for an amazing £5.5 million transfer fee

It has been a year since he shattered his right knee, but Gazza hadn't been out of the press - not even the computer press, as he demonstrated how fun it was to play Soccer on the Lynx... whatever happened to the game?! Come on Atari!!

We managed to interview Gazza before he flew to Lazio for this exclusive

scoop.

What did Gazza *really* think of the Lynx?

"'Ere, Mon... Wha..'

Before Gazza could finish, we asked ace translator, Tai Ono, to translate the geordie lad's answers....

"Yeah... Brillo, man! In fact, it's so good that the surgeons implanted the Lynx into my knee and that did the trick!

"Yeah, man! If it wasn't for the Lynx, the surgeons said I would still be in hospital.

Bionic

"I'm a lot faster now too, and can easily zoom in and out of midfield with ease... just watch me twist and turn the defense, man!

"Yeah, man... I'm the Steve Austin of the Soccer field... although there are a few com- plications... I can only play 45mins

before I run out of steam... however, the Lazio coach is flying in a portable nuclear generator to power it, which straps onto my back... in fact, here the coach now... I think he's got the unit!"

At this point, we could hear a fast clicking noise as the Lazio coach... wearing some sort of high tech sports gear in shining silver and helmet, came nearer.

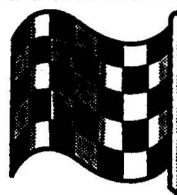
We asked the coach what the noise was as he reached us.

"Si. Si noise is si sound from si geiger counter!"

We decided it was a good time to end this interview. Ermm... Gazza needed a rest after his op!

NEXT ISSUE: Exclusive Lazio report - Mystery Radioactive Deaths kills entire Lazio Team!

EXCLUSIVE: MCLAREN - HONDA ENGINE REVEALED



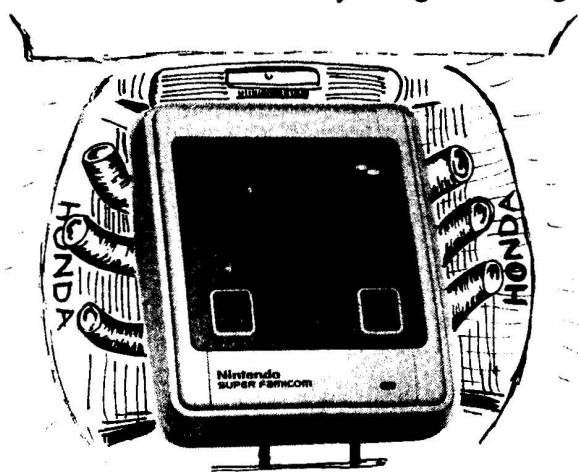
Arton Senna hasn't done too well in this season World Grand Prix, but this is due to the excellent preformance of the opposition's cars of Williams-Renault with

Nigel Mansell well ahead in points.

However, we can reveal that the McLaren team took a gamble at the beginning of the World GP by using a new engine

in their cars... and below, we have a secret picture taken Senna's car... the source - a Nintendo Super Famicom.

We also have information that McLaren is negotiating with software company Konami to get the car up and running at top speed with out slowing down. Either that, or they will be turning to SNK.



NEW LICENSE SPORTS GAMES

Sport is BIG buisness and a number of characters have put their names to some new games coming to your console soon!

Football fans can look forward to:
Graham Taylor's "I'm very satified" Football Manager, Graeme Souness' open heart by-pass simulator, John Barne's wheelchair football and Gary Lineker's "Just one more goal.. please".

Tennis:
John Mckenroe's alternative Scrabble, Jimmy Conner's Tiddly-winks, Boris 'Bonking' Becker's.... ermm... with-drawn from release!